The Captain 80 Book of

BASIC Adventures

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The Captain 80 book of
BASIC Adventures

by Robert Liddil

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Foreword

In the beginning Crowther and Woods begat the Adventure and Scott saw and said that it was good. But Scott had many friends who could enter not unto the installation and play upon the machine where Adventure did reside.

So Scott pondered and said, "Aha! I will put Adventure upon my TRS-80 so that many will be able to play." Upon hearing this pronouncement, a great "Ha-ha" was heard upon the land, as it was known by all that 16K would be too small in which to fit a meaningful and joyous Adventure. But it was fortunate that Scott was deaf and blind unto the unbelievers and he proceeded to make the first BASIC Adventure, which did indeed fit unto the 16K micro-computer!

I realize this sounds a little bit like Genesis, but little did I know what I was starting back in 1978 when I wrote Adventureland in BASIC. I have long since switched to machine language, because my particular Adventure Interpreter was unreasonably slow when run in BASIC. But there were many after me who came up with their own style of writing adventures in BASIC, and these, because they were hardwired and not interpreters, were able to run much faster.

What follows in this book is the world's first anthology of BASIC Adventures from some of the best known writers of micro-computer software. All of these programs were originally written for the TRS-80 Model I, Level II, 16K computer, but should be easily converted to other machines and other BASICs.

The BASIC language used in the Model I TRS-80 is one of Microsoft's finest BASICs, and the following notes should be taken into account when converting to other machines:

1. A logical operation returns the value -1 when true and 0 when not true. Example:

PRINT (1=2), (1=1)

will output 0 and 1, denoting 1 does not equal 2 and 1 does equal 1,respectively.

2. IF... THEN... ELSE statements assert that if the statement following the IF is true, then all statements between the THEN and the ELSE are performed, otherwise the statements after the ELSE will be executed. Example:

```
100 IF A=1 THEN PRINT A: PRINT B ELSE PRINT "HELLO": GOTO 200
```

may be rewritten as:

```
100 IF A=1 THEN PRINT A
101 IF A=1 THEN PRINT B
102 IF A <> 1 THEN PRINT "HELLO"
103 IF A <> 1 THEN GOTO 200
```

3. The word THEN may be left off an IF statement if another BASIC keyword is found instead. Examples:

```
IF A=1 THEN GOTO 100
could be
IF A=1 GOTO 100
or
IF A=1 THEN PRINT B
could be
IF A=1 PRINT B
```

4. LEFT(A$,B) returns the substring of A$ from the first character of A$ to the Bth character. Similarly, MID$(A$,B,C) returns a substring of A$

starting with the Bth character, C characters long. For example:

PRINT MID$("ADVENTURE",3,4)

will return: VENT

RIGHT$(A$,B) returns the last or rightmost B characters in the string A$.

5. Statements may be concatenated on one line when separated by a colon. Example:

A=1:B=2:PRINT A:IF A=1 THEN STOP

My definition of an adventure is basically a computer simulation of a real life Chinese puzzle. In an adventure, the player is set down into a world (or universe for that matter) which has been created by the adventure writer. In this world, the player will encounter items which are described to him by the computer. The computer then acts as the player's puppet and will execute the commands given him, usually in one- or two-word English sentences.

As the player explores around him he will either find that there are treasures to be found or maybe a certain noble deed which needs to be performed. In short, he becomes enmeshed in an adventure!

The problems, treasures, obstacles, locations and items are all predetermined by the author when he builds the program. All the player usually knows is that if he is clever enough to figure it out, he too, can successfully complete the adventure. Adventures will require of the player not only good common sense, but the ability to put together odd facts and come up with a new twist. An example would be finding saltpeter, sulfur and charcoal-- and deciding to make gunpowder. Usually a well written adventure will also have many "red herrings"-things it will allow the player to do which actually prevent the sucessful completion of the adventure. An example might be needing a magic mirror to perform some special act, but also having the ability to break the mirror ahead of time.

All possible actions must be programmed into the adventure by the author. You can see it also takes prior planning by the writer to come up with a good and playable program.

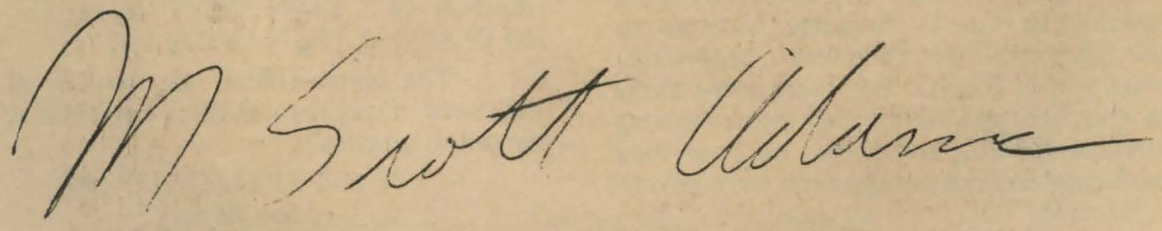
Some adventures are set in the mundane world of today, but most will usually take place in some far-off, exotic land or time. Many adventures also contain magic words and items which operate outside the realm of normal physics. Usually a good adventure will contain clues and hints which allow the clever adventurer to figure these things out for himself.

Two other features that have become standard in adventures are the ability to ask for HELP (though you may not always get a meaningful response), and the ability to find out more about objects and items by using the verbs LOOK and EXAMINE.

If this is your first exposure to adventures, I envy you, for you are about to embark on a journey that will take you beyond the commonplace, to a land of imagination and heroic challenges.

Happy adventuring!

Scott Adams
Orlando, Florida
January 1981



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Part One

Chapter One

On the Road to Adventure

Adventure! The very word conjurs forth visions of high intrigue and danger. From the very first time that Oog, the first Cro-Magnon novelist, painted crude pictures of the hunt on the walls of his cave, man has stretched his imagination to include every possible personal danger to add to the spice of life.

Down through the ages, the exploits of one adventurer became the fantasy life of another. The everyday existence of the farmers, villagers and shopkeepers of early times, while far from uneventful, was brightened considerably by the entrance of a strolling bard, a song-singing storyteller; whose tales of Knights and Dragons and rescued maidens, by verse and music magnified their exploits to the point where they were larger than life. Needless to say, the listeners to these fanciful tales longed for the adventuring life, though few dared to embrace it.

The Warrior, fighting man that he was, was glorified as tales of his courage echoed and reverberated among the common folk. The Soldier of Fortune became the hero of the masses. Thus, the adventurer in legend and song became the champion of the oppressed, a foe of evil and role model for the common people, many of whom lived such a spartan existence that no brightness existed in their lives beyond the exploits of adventurers.

Not to be outdone, the rogue - the merry thief who robbed from the rich, gave to the poor and kissed all the pretty maidens - emerged as another branch of the adventurer's tree. This rascal was beloved of the people for doing what they dared not, striking hit and run blows at the hated aristocrats. Punishment for thievery, (merry or not), ranged from having one's hand removed from his arm, to the more permanent hanging from a gallows in the town square.

Throughout the history of adventuring, the tale tellers focused on qualities of human spirit, such as self sacrifice (for a cause or a person), cleverness, strength (of spirit or body), a sense of humor, natural leadership ability, courage and dedication to duty. The most touted among the desirable qualities required of an adventurer was brains. The ability to analyze a situation or solve a puzzle against time has always been the single most important prime requisite asked of a challenger of the fates. And so, as the sophistication of the audience increased through the ages, the difficulty of the puzzles, and the prowess of the adventurer increased also.

With the advent of literacy, the adventure observer became the adventure dreamer. Communication skills were no longer limited to a few songsingers flitting unreliably around the countryside. A person who could read need not share the adventuring experience with anyone but the writer. He lived the adventure as the writer portrayed it and became intimately acquainted with the hero of the saga. He now knew that the adventurer was mortal, with frailties and weakness to overcome, just as he, the reader was also. Adventuring was almost within his grasp. As a side seat observer, the reader could almost feel and touch the story, so intimate was the detail.

The love affair between the adventurer and his audience suffered a slight setback with the coming of motion pictures. True, the imagery was there for the first time. But the solo experience was now a shared experience, and the details of the stories

were many times fragmented. Plus, the sophistication of the lives of the audience had escalated to the point where they were getting more difficult to impress.

As graphic images through film, and later television, grew more and more true to life, some of the pitfalls of the adventuring lifestyle became apparent. As the flow of blood became more realistic and as the camera's unblinking eye moved out to the battlefield, the stark reality of war all but removed the soldier from the ranks of the hero, and placed him instead in limbo, a sort of literary isolation, and the anti-hero emerged to the forefront.

As the new adventurer, the anti-hero turned out to be our old friend and merry thief, plugging away against sometimes impossible odds. The media, both visual and literary, blitzed the audience with images of the socially outcast or deprived individual bucking the system - and many times failing. The social adventurer was capable of total but personally redeeming failure.

Enter a new medium - the computer. From a multi-million dollar business tool to the hands of the average farmer, shopkeeper and literate youngster, was a twenty year technological slide that would see intelligent, interactive communicative devices become available to the average person. Waiting there for them, like an old and patient friend, was Adventure.

Now the adventure was a stage set for the computerist, who became the hero in the story. No longer content to observe, he was now participating. With no apparent risk to life or limb, he could pretend to risk both for exotic causes. He had to exhibit all the tendencies that make a hero great, or the computer would kill his electronic counterpart. The adventure dreamer and the storyteller were together at last.

But there is an epilogue to this historical jaunt. The adventure dreamer has taken one last step forward and become the storyteller as well. For imagination has not been destroyed by the modern world, it flourishes on the tapes and disks of a million computers large and small. The storytellers, professional and amateur, are presenting their fantasies to ever increasing numbers of adventure dreamers, who will inevitably do the same for others. Maybe this book will help.

Chapter Two

What is Adventure?

Adventure is a semi-intelligent, word recognizing computer program which employs a novelistic style to present an unsolved puzzle. The word recognition format communicates with the user in the form of descriptive phrases, identifying the circumstances to which the user is expected to react.

The overall game is bounded by a single theme. The solution to the puzzle, the clues to that solution, and even the sidetracks of a good adventure could (and usually will) tie into the theme. For example,*Spider Mountain* is set in and around the desert outback of a mythical kingdom called *Graylockland*. The puzzle revolves around the inside of that mountain, and presents some knotty problems: HOW do you get into the mountain, once it is ascertained that inside is where you should be? WHAT should you be carrying that will help you solve the puzzle? WHERE are all the things you need, and are there things hidden for which you need to search? So, the theme is carried into every location and the descriptions which are given on the screen are consistent with the fantasy flavor of the adventure.

The puzzle relates to the theme. In *Thunder Road*, the theme is moonshine running in a souped up '57 Chevy. The solution to the puzzle is simply that of delivering the moonshine to the thirsty 'ole boys in Knawbone. The facets of the puzzle include the same WHAT, WHERE, HOW, as in all good adventures, with some clever thematic twists that add a whole new dimension to the game. The addition of the pursuit factor (the ever present threat of Sheriff Clemons and the Revenoors) is in the theme, but causes the player to behave recklessly in the initial playing of the game. The Lady Hitchhiker, the bear, the mechanical breakdowns, are all thematic. They all fall within the context of moonshine, fast cars and quiet Kentucky nights.

Not so with *Journey to the Center of the Earth*, where coke machines and plush rooms have no thematic explanations. Of course, *Journey* was Greg Hassett's first work and his knowledge of the laws of theme increased as he matured in both programming skill and writing prowess.

Solving the puzzle leads to reward by degree. Partial solutions earn partial results. Treasure is a typical goal within an adventure. Find all the treasure and you win the game. But treasure relates in most cases to theme, so all that glitters may not be what you are looking for. In *Temple of the Sun*, the puzzle is solved by accumulating enough artifacts to become a Shaman of the old religion. In *Spider Mountain*, the traditional fantasy theme of accumulating loose treasure predominates. In *Journey to the Center of the Earth*, you can get as much gold as you can handle, but without a replacement for your broken Gonkulator, the game is not won.

There may also be several sub-puzzles within the framework of a single game. Adventure authors typically employ deadfall traps and unproductive locations to confuse the user's efforts. Mazes are a popular stalling agent. In some adventures it is not uncommon to wander for hours trying to work

through, or out of, some impossible array of twisting passages with all exits leading everywhere but the correct way. This sub-puzzle usually has something important waiting at the other end.

The deadfall trap is simply the author's way of keeping the player on his toes. Traps are oftimes thematic, sometimes implied rather than executed. They can be the result of blunders by the player, anticipated by the author. In any case, they add spice to the game. Once trapped, the player generally does not get caught again.

Some adventures are goal-oriented rather than treasure-oriented. Scott Adams' classic *Mission Impossible* is theme-keyed into the controversial nuclear industry. No treasures in *Mission* - just perform a series of tasks - unravel the mystery and save the reactor. Charles Forsythe's *Dragonquest* is a goal oriented adventure: save the princess from the clutches of Smaegor, the dragon, before the sunset deadline. Charles employs the technique of moving specific deadlines to insure that the sun sets on time. This technique was popularized in Scott Adams' *Mystery Fun House* and *The Count*, and has been used successfully many times in both BASIC and machine code commercial adventures.

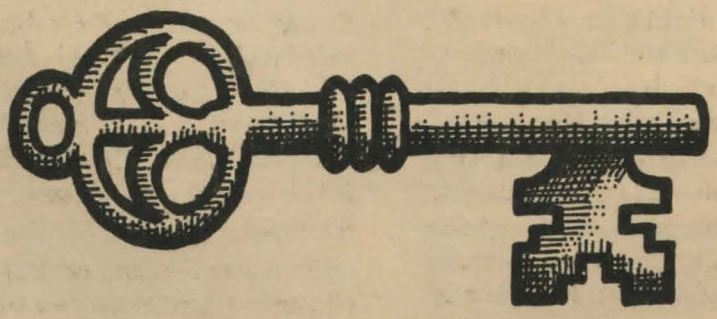
Adventure on the whole is divided into four segments: Where you are, what you see (provided by the computer in the uppermost display), where you can go (portal, direction, or object capable of receiving you, as in ENTER BARN). WHERE is often evident, but sometimes must be surmised. Lastly, WHAT YOU CAN DO, which almost always must be ascertained.

A typical top screen display will read: YOU ARE ON A NARROW LEDGE. YOU SEE: GOLD SPOON, LIVE HAND GRENADE (WHICH IS TICKING), PIN. OBVIOUS EXITS ARE NORTH DOWN.

Your author is giving you vast amounts of information here. GOLD SPOON has the potential of being a treasure. LIVE HAND GRENADE has the possibility of being a trap, expecially since it is ticking. The PIN would seem to be a neutralizing agent for the GRENADE unless it is the wrong kind of pin, (revealed by the command EXAMINE). Many options exist for both player and the author.

Scott Adams, who pioneered many innovations in micro-computer adventures, introduced the concept of the PUPPET in his versions of the game. The puppet resides in the world of the adventure. He (she,it) is the eyes and ears of the adventurer and is the recipient of the results of the commands of the player. The puppet will freely use data provided by the computer to deliver the player's options to him. When the player responds with keyboard input, the puppet executes the command and literally lives or dies with the consequences.

Adventures with a puppet are screen formatted with I AM, I SEE, whereas the other adventures address the player directly with YOU ARE, YOU SEE. However the presentation, careful attention should be given to every shred of data on the screen. You or your puppet's life may depend upon your analysis of the situation.



Chapter Three

How to Play Adventure

The command mode is the trickiest part of the adventure. What you tell your puppet to do - he will do, if it is within his power. He is totally dependent on you for his sequence of action. He understands quite a vocabulary of two-word English commands, but *watch out!* He takes your commands literally. Thus, a command of "jump" to a puppet standing on the edge of a ravine and faced with a live hand grenade, will cause him to hurtle himself out into space, resulting in consequences ranging from a soft landing to death. A command of GO NORTH, would cause him to do just that. A command of GO DOWN might be legitimate, but earn a response of: TOO SLIPPERY, I FELL, I'M DEAD. Two reasons for this may be that DOWN referred to in the direction table could be object specific, requiring spiked shoes or pitons. Or, it could be a deadfall, reserved for those willing to carry their luck one location too far.

GO, GET, LIFT, PUSH, KICK, SHOOT, FIGHT, ATTACK, KILL, FEED, LEAD, JUMP, DROP, ENTER, DRINK, PUT and PULL are just a small sampling of the possible English verbs available to the adventurer wishing to communicate with his (computer) puppet. There are usually more than one hundred specific action commands included in a given adventure game. Some of them may be multi-strung, so as to communicate more fully. GET GRENADE may be straightforward enough. You now have a ticking hand grenade in your inventory. GET PIN will place the pin in your inventory also. Putting the pin into the grenade requires some multi-command phrasing: PUT PIN. The computer responds, ON OR IN WHAT? The player types in: IN GRENADE. The computer responds by printing: THE TICKING HAS STOPPED. Now you can PUT GRENADE. Where? IN KNAPSACK. And when the first Balrog comes along you have the cottonpicker right where you want him!

EXAMINE gets results, even when the response is a seemingly non-helpful: I SEE NOTHING SPECIAL. That still is a clue, in that it eliminates the examined object from further consideration. Sometimes, EXAMINE reveals only part of the story. For example, EXAMINE GRENADE may reveal that it is a small explosive device that is ticking. Or I SEE NOTHING SPEICAL appears, indicating that the author believes the words HAND GRENADE and TICKING should be clues aplenty.

Sometimes EXAMINE reveals something that should be read. EXAMINE SCROLL. THERE'S WRITING ON IT! READ SCROLL. IT SAYS..... EXAMINE may reveal a heretofore unknown characteristic. EXAMINE PIN. IT LOOKS LIKE A TIE TACK WITH DIAMOND CLUSTER. Aha! the PIN is a potential treasure! And, it *still* may fit the grenade!

Movement commands are usually simplistic. Directions (compass points) are displayed in the top screen information as: OBVIOUS EXITS ARE.. These may not be the only options. Lost in a desert, with a road in sight, and a screen display of YOU

SEE: A ROAD, CACTUS, SAND, the additional movement commands GO ROAD, GO CACTUS or GO SAND may be available where the obvious exits of NORTH SOUTH EAST WEST go nowhere. These may produce such diverse results as: OUCH! I'M STUCK FULL OF PRICKLY PEAR NEEDLES or I'VE BEEN BITTEN BY A RATTLESNAKE, I'M DEAD or I'M ON A ROAD. I SEE DESERT, MOUNTAINS, TOWN.

Not that you shouldn't try all available options, there could just as easily be a treasure behind that cactus or a clue in the underbrush. Often EXAMINE works from a distance. If not, a curt little YOU CAN'T DO THAT....YET will appear on the screen, followed by a nasty electronic snicker from deep inside the machine. (Generally, when a YET appears, the player knows he is on the right track.)

Magic words or teleportation phrases are popular with many authors. SAY (whatever), and the whole earth spins around and you are elsewhere or elsewhen. This is a convenient way to travel, but can be a two-edged sword which might put your puppet into never-never land for an indefinite stay. Magic words are often theme specific, that is, it is an integral part of the puzzle and the adventure cannot be completed without it. In *Spider Mountain*, SAY YOHO has quite a different value than it does in *Pirate's Cove*. The second magic word in *Spider* is well hidden and can only be invoked under certain circumstances.

Magical items, extremely popular in interpersonal fantasy role playing games, such as Dungeons and Dragons, have not yet come fully into their own in computer adventures. Since many authors do not subscribe to the theme method, magical items sometimes appear outside the logical sequence of the adventure world. This makes employing them more difficult. Additionally, a magical item is not identified as such, even on close examination. It is usually left to the player to exhaust every possible option when playing a game where he knows magic exists.

To further complicate the use of magic, there may be dead zones within the adventure, where the magic simply will not function. Or if the magic is keyed to a specific item, a sword for example, the magic may work just fine, but you may not be able to FLY carrying the weight of the sword. If the magic is object specific, as it often is, the author may have left other options. If you are trapped without your magic, all may not be lost - look for other entrances or exits.

Oftimes things are so well hidden that it is nearly impossible to find them. Under these circumstances logic may be your best friend. Approaching a situation with a careful eye for detail will always produce reward. Do what you would do if you were moving in the adventure world yourself. GOING into a room and DRINKING from a bottle without EXAMINING it could result in the poisoning of the puppet. You would never imbibe without looking at the label, so why kill off your puppet needlessly? The same reasoning applies to other parts of any adventure. Would you try to climb an icy glacier without spiked boots? Or would you enter a dark and sinister cavern without a lightsource? Not likely.

Watch out though! The author, while bound by the fundamental laws of order and fair play, is never above a little chicanery, pun-ish humor, or out and out silly acts as his scenerio progresses. Be on the lookout for double meanings in wording, phraseology or identification of visible items. He will fool you if he can, with the most obvious clues.

Sometimes the puppet will get things wrong. EXAMINE RACCOON: IT'S A FURRY LITTLE ANIMAL. PET RACCOON: THE WOLVERINE DEVOURS ME. Wolverine? Where did a Wolverine come from? WHAT DO I KNOW ABOUT ANIMALS? I'M JUST A PUPPET (and a dead one at that!). There is not a lot the player can do about that except calm down and get an early start on the next game.

HELP is a command reserved for the desperate or near suicidal. HELP will oftimes produce inspiring little generalizations like: EXAMINING THINGS OFTEN HELPS. EXAMINE GRENADE: I SEE NOTHING SPECIAL. Arrrghhh!

HELP can be genuinely useful, jogging your memory with hidden clues. At least one author has turned HELP to his own advantage by deducting points for its use. Jack Powers allows PRAY to substitute for HELP in *Temple of the Sun*. Even at that, the Diety may be busy, leaving the player temporarily up a creek. In *Dragonquest*, Charles Forsythe takes HELP one step further, and presents both positive and negative responses. You decipher which is which.

The INVENTORY command is universal. INVENTORY tells what your puppet is carrying. Example: INVENTORY: YOU ARE CARRYING

LIVE HAND GRENADE (WHICH IS TICKING) PIN SCROLL BAG (CONTAINING HORSE MUNCHIES). Usually, an object must be in inventory before it can be manipulated. Sometimes the inventory counter fills up. MY HANDS ARE FULL is the usual response. When that occurs, simply DROP something and GET what you need.

SCORE tells the player in most instances, how he has done in the game or what portion of the puzzle is left unsolved. Some SCORE commands are location specific, so in order to get the score, the puppet must be in the clearing at the front of the cave, etc. Many score responses include the number of moves in which the game was completed. Some adventurers like to replay a game to see how few moves they can make and still win.

SAVE GAME is a feature available on most adventures. This command allows the player to save the game in progress before he tries something really dangerous. Saving the game before getting the hand grenade would be one way to get insurance for the puppet in case the thing explodes in his face. Some adventure addicts prefer to play a game without the SAVE feature, simply because they feel it spoils the laws of chance. *Death Drednaught* does not even have a save game routine, and the deadfalls in it are numerous.

Playing adventure can be a blast or a terminally frustrating experience, depending upon how it is played. It helps sometimes, to remember some simple guidelines for adventure players:

1. WHERE can I go? Are the posted directions the only available location changes? If not, what command combination will get me to the new location?

2. WHAT can I see? Can I get it? Will it hurt me if I do? Once I have it, how can I manipulate it to my advantage? Is it ultimately useful or a ploy to get me to carry more things than I need?

3. If I can see it and go to it, HOW can I get to it by the path of least resistance? Is there a visible danger associated with what I see? Will examining it help?

4. WHAT can I do when I get to the new location or obtain the object that will help me solve the puzzle or win the game?

5. Am I thinking logically, or if I have an illogical author, am I thinking illogically? In short, are the author and player on the same wavelength?

These rules should enhance your game.

Chapter Four

How to Write an Adventure

Adventure is first and foremost a puzzle. The adventure author must be prepared to satisfy a lust for the unsolvable, while at the same time providing enough clues so the novice will not be overwhelmed. The clues should be relevant to the overall solution, but should stand as entertaining individual pieces in their own right.

Make a map. The locations can be sequentially inter-related, where one location progresses into another, and side locations are incidental. In a sequential adventure there may be several trunks from which to branch, but only one main pathway to the goal. FROM THE WOODS to the CLIFF to the LEDGE to the BEACH, may be one trunk, with a TREE branching from the WOODS, a CAVE branching from the LEDGE and a SEA GROTTO branching from the BEACH. Now digging in the sand to obtain a buried chest may be the intended reason for coming down to the beach, but the SHOVEL may be in the SEA GROTTO and a KEY to open the chest may be in a BIRD NEST in the TREE. To complicate things, a CARNIVOROUS ADVENTURER CHOMPER may be waiting in the CAVE, whose only purpose in life is to munch on anyone who enters!

Now the chest, which came from the beach, may be the only container capable of holding the treasure, which can only be obtained by going from the woods to the Sorcerer's cabin, which has a trap door hidden behind an Alchemist's cabinet, which opens to reveal a flight of stairs leading to a cavern with three exits, two of which contain more Carnivorous Adventure Chompers (cousins no doubt, of the one in the cave), who are willing to do their thing. So as the trunk moves forward and the branches are explored, the GOAL is achieved. Then, an alternate exit may be provided, thereby uniting the trunks, or backtracking may occur.

Where the map comes in is simply keeping track of all the branching and making sure the program flows logically, so there will be no disappointed players.

Once your map is drawn, and the locations are numbered, the process of filling the locations with interesting things begins. *Never have an empty room!* An empty room is the plotline equivalent of death! Make things happen in your locations. The TREE for example, contains a bird NEST which is revealed by EXAMINING TREE after the puppet has climbed it. The BEACH may have flotsam and jetsam on it which might seem worthless until a MAZE comes up and the necessity for dropping something arises. GO OCEAN, as someone inevitably will, and there swims a great white shark. You think that the puppet will not move in a hurry if he is unarmed. But if you see water or nothing special, then (Ho Hum), maybe this isn't as much fun as you thought it would be.

Do not be afraid to be funny. Without question, the greatest gag ever pulled in an adventure was done in *Pirate's Cove*. The legend of Scott and the MONGOOSE will live in the annals of infamy as the *coup* of all times. I won't spoil it for you by revealing the punchline, but if I ever need a cousin to RIKKI-TIKI-TAVI, I will not call Scott.

Twists of words and unfamilarities are good devices for the author to employ in making his adventure interesting. A potato masher which shows up in an adventure whose theme tolerates modern or semi-modern devices, might be carried around or left lying around for hours before anyone realizes that the thing is a World War II German hand grenade! A twist of the tongue will have your audience talking about your work long after it is buried under stacks of other finished games.

Choose a recognizable theme. In *Spider Mountain* it is evident from the title that the mountain is the goal. Although the player is not quite certain what he is looking for, he is led to believe from the onset that it is somehow tied to the mountain. Once he exhausts the side trunks and solves the equipment portion of the adventure, he is ready to tackle the actual puzzle, which is the entry into and the successful exit, with the goodies, from the mountain.

Each and every location in the adventure should be tied to the theme. Therefore *Thunder Road's* hillbillies would be out of character in *Lost Ship* and *Spider Mountain's* Orcs would be out of place in *Atlantean Odyssey*. Modern or technologically oriented equipment would be out of place in a fantasy culture. Sometimes a turn of phrasing can help. A shovel becomes a digtool, a rifle becomes a crossbow, a pistol a hand held dartshooter. Contextually these items fit in their own worlds and so lend authenticity to the adventure.

Note the careful research Jack Powers put into the details of *Temple of the Sun*. At the very least, if they are not true to life, they are consistent within his story. The same goes for Don Boner's *Thunder Road*. Every location, every situation, smacks of authenticity, therefore the adventure is believable.

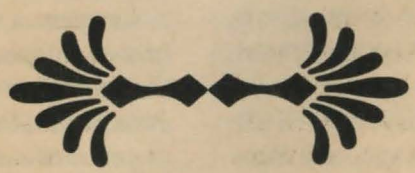
Scattering clues and equipment throughout the theme area is time honored and proven. For those adventures with major sidetrunks, this is the only way. If the author does it this way, he should try to avoid being obvious. Clues that are too easy lend to boredom with the game. Avoid overkill though, clues that are impossible lead to frustration and abandonment. The user expects logic and order as much as any reader of fiction. If the author gives him trumped-up solutions, he will walk away in disgust and not come back.

Minor, or sub theme, branches lend spice to the game. Though they must answer to the laws of the adventureworld, they may be radical pocket-themes, each with a unique set of dangers and puzzles. One of the best examples of sub-theme use is Scott Adams' *Strange Odyssey*. The overall theme is the exploration of the dimensional interlock structure. The sub-themes are the individual sub-theme worlds, each of which contains a puzzle and a treasure. This classical masterpiece is one of Scott's best. All the elements are there. The clues are progressive. Just getting inside the interlock is a chore. Getting the hang of all the devices hightens the suspense. The ultimate solution is logical, and most of all - rewarding.

Taking a lesson from *Strange Odyssey*: be rewarding. Give the player something to keep with him after the game is played to its completion. You will want to sell other adventures to that player.

Be aware of the competition. Know exactly who is writing on what themes, so as to avoid duplication. If you have trouble getting a theme, spend a day in the library. You will come away with a full notebook of exciting ideas.

Above all, be entertaining, be clever, be language concious and be thorough. Write the adventure as you would wish the professionals to write for you. Then you will have a winner.



Chapter Five

Ten Adventure Ideas

1. RESCUE THE RANGER, (space opera). As a member of the elite Terran rapid strike force, you are assigned the almost impossible task of recovering Thomas O'Neal, Captain, Special Agent on Deepwell, an ancient world where the entire civilization is based underground. Naturally, you are armed, but they are expecting you and prepare a nerve-shocking subterranean surprise.

2. THE BEST WEAPON EYES HAVE EVER SEEN, (Dungeons and Dragons). It glitters like the sunrise on the Lake of Illusions, its jewels sparkle with incredible beauty and value. But it is more, it contains magic locked in its special composition that could wreck the universe if it came into the wrong hands - and the wrong hands have it! Penetrate the dank cave where the cunning clansmen of the Thieve's Guild have much treasure stored, including the fabled sword.

3. THE BOAT'S SINKING AND I'M IN THE BOTTOM INSTEAD OF THE TOP (history transcribed). There you were just minding your own business when this Swedish cargo ship ripped a boxcar sized hole in the port side. The SS PASSENGER sinks like a teen idol turned twenty one. You know the layout of the ship though, you know there are diving suits aboard, so escape is possible. Can you do it before the last compartment floods?

4. IF THIS IS MANHATTAN THEN I BETTER CHECK MY HANDCUFFS, (drama in real life). Deliver the top secret papers in your briefcase to the CIA man in Central Park. Can you tell the difference between the KGB and the Muggers?

5. WHY AM I CLIMBING THIS MOUNTAIN IF THE TREASURE IS IN A TUNNEL INSIDE, (fantasy). In order to get inside the mountain, you have to scale the dangerous east face, which is laden with false trails and treacherous deadfalls. Once in the Cave of Winds, recovery of the amulet of Alakazanzar is dependent on your ability to deal with the Medusa who guards the inner chamber.

6. IF THIS IS ANOTHER ONE OF THOSE HOKEY AIRPORT MOVIES I'M GOING OUT FOR POPCORN, (improbable disasters). You are a passenger aboard an Air Bermuda 747 which ditches in the sea. Everyone has escaped but you. Time has run out and the plane sinks. As it settles to the bottom you finally manage to free yourself. The water gets higher and higher, finally covering you. But instead of blacking out, you discover you can breathe. Out of one of the windows you can see a shimmering underwater city. Now the mystery begins.

7. HANGING AROUND DERELICT SPACESHIPS COULD GET YOU TRAMPED ON, (space opera). You have been assigned to investigate an alien object that has entered the solar system on a trajectory from Star Rim, an area of gasses and active black holes. An examination of the computer banks by your hand-held terminal reveals that the ship is a ticking time bomb, capable of an awesome anti-matter explosion which can warp the very fabric of time and space, causing chaos and massive destruction in the galaxy. Your

job is to disarm the bomb using clues given by your terminal and objects located around the ship. You need to disarm the device in time. Can you?

8. THEY DROPPED ONE LITTLE BOMB AND NOW THE WHOLE PLANET IS A MESS, (future shock). You made it to the cyro-sleeper, (freeze chamber), before the holocaust, and now that you are awake (300 years later), the world has changed radically. Mutant Felinas Maximus' (big cats!) run the new world, where true humans are nearly extinct. You have one chance, the ancient subterranean monorail into the Forbidden City. There, the largest cyro-project of your time was activated with three hundred humans from your time in suspended animation. But the Felinas were not the only things that mutated into intelligence. Rats, dogs and other mamals evolved upward, while Homo Sapiens regressed. Can you survive the danger and horror of the city and awaken the hope of mankind?

9. IF YOU LIT A MATCH ON JUPITER WOULD THE FIRE GET YOU CHARGED WITH ARSON, (space opera). Your assignment is the first manned Jupiter expedition, in a spunky little methane diver called COURAGE SEVEN. It is little more than a gravity braced hardsuit with appendages operated internally by you. But this seemingly harmless jaunt gets out of hand when you discover signs of civilization, a domed city which seems to have been occupied by Air Breathers! But where are they? How did they evolve on the stormy surface of Jupiter? And are they the only life form here? The mystery is yours.

10. IF THIS IS POLITICS I'M GLAD I'M NOT PRESIDENT, (future shock). Casino of Death is where all political prisoners go for one last chance to gain freedom. If you can win enough credits inside the casino to crack all the one-armed assassins in the Gauntlet, you can walk away a free man. But in the Gauntlet, when you win, you lose, so try to keep those sevens from coming up.

Elaborations on these themes is highly possible. For example, in theme one, by changing the goal item from the person of the imprisoned Ranger to that of a critical medical formula, and leaving the other parts of the scenario intact, you have the makings of a fine Space-Hospital drama. Or suppose you wanted to be anti-heroic. You could be assigned to kill the captured ranger, as an agent for a corrupt official, with the Deepwellians as the good guys trying to expose the bad boss.

In theme two, by adding the element of chase, and (or) a finite time frame, the game is immediately spiced up. Now make the combat scenario object specific, the Sword will not function without a certain scroll, located out on one of the branches and Voila', excitment and plot par excellence.

Theme three could be changed from accident triggered to bomb triggered or it could be a double theme. Defuse the bomb and the accident occurs. The accident is move-timed so that after a certain elapsed time, while searching for the bomb, the accident occurs. Now you have to defuse the bomb to buy time because if it explodes *after* the accident, the compartments flood faster.

Theme four can take place in a more complicated setting, for example: in a ski resort in Switzerland. Or make it world wide, with international airlines as the link. Swissair and you end up in the Alps, Air Australia and you get clues from the outback, outside Melbourne. Air New Guinea, and the jungle holds the next clue, (get the picture?).

On theme five, fantasy plots are as changeable as the wind. This one can have Balrogs or other Tolkienian nasties as antagonists, and the variety of deadfalls are limited only by the author's imagination. Turn a twelve year old Dungeons and Dragons player loose with this theme and you will have twenty pages of traps in an hour.

Theme six can go anywhere and do virtually anything. The Bermuda Triangle offers transitions to every alternate reality you could concieve. The rescue can be by aliens from another galaxy, a Russian submarine diving team or even a team from a secret oceanic research base belonging to someone who wishes to take over the world.

The suspense level of the movie *Alien* should be your clue to how to plot a space opera with a monster twist in theme seven. And how would you fight a gaseous monster from an anti-matter based society?

With a little twist in the plot of theme eight, you become the only time traveler to have visited the future described in this theme, and lived to return to earth. You have been able to glean from the computer records what started the war of oblivion. It turned out to be a defective launch control device in a Russian silo. Can you sideslip time and space and repair the launch control without wrecking all

the future? Or is time unalterable?

Theme nine can be altered to almost any planetary configuration. The lost civilization theme has variations ranging from our own Inca and Aztecs to the lost dynasties of Mars occupied by the ancestors of the ancient Chinese.

Deathtrap specific plots are very popular, as in theme ten. A recent popular short story deals with a gambler on a deadly pinball machine. He always wins, and so he increased the odds each time he played. Man against the computer society as portrayed in the movie *Logan's Run* is a good theme alternative. It pits society as the antagonist, against the bright and resourceful player.

These ten themes are merely samples of the endless possibilities awaiting the adventure writer. New plots unfold in the news every day. They are as close as a movie screen, a book cover, or a newspaper.

Chapter Six

Where to Sell Adventures

You have put a lot of blood, sweat and tears into the adventure you have written. What do you do next? If it's a commercial release you are looking for, you have a lot of doors that will be open to you.

One of the ways to explore the earning power of a BASIC adventure is through the sale of paper rights to any of a host of eager magazines.

Here are some which you may want to contact:

Softside
6 South Street
Milford, NH 03055

80-U.S. Journal
3838 South Warner Street
Tacoma, WA 98409

80-Microcomputing
Peterborough, NH 03458

Creative Computing
PO Box 789-M
Morristown, NJ 07960

Byte Magazine
70 Main Street
Peterborough, NH 03458

CLOAD Magazine
PO Box 1267
Goleta, CA 93116

Personal Computing Magazine
50 Essex Street
Rochelle Park, NJ 07662

The magazines are just one possibility. There are many publishers who constantly look for new and better products for their line. Here are some of them:

Advanced Operating Systems
450 St. John Road
Michigan City, IN 46360

Adventure International
PO Box 3435
Longwood, FL 32750

Hayden Books
50 Essex Street
Rochelle Park, NJ 07662

Instant Software
Peterborough, NH 03458

Acorn Software Products
634 North Carolina Ave. S.E.
Washington, DC 20003

The Programmers Guild
PO Box 66
Peterborough, NH 03458

Another method of turning your program into cash is to market it yourself. This may sound easy enough, but you had better have some fundamentals together before you start.

Ask yourself the following questions: Do I have a minimum of one hundred tape (or diskette) versions of the product on hand before the advertising is printed? Is the documentation presentable, attractive and substantial? Have you set aside enough money to advertise a minimum of three months? Are you prepared to service retailers who may be interested in your product? If so, do you have a discount structure set up to provide profit for them as well as yourself?

Tough questions? Sure, but the marketplace is a tough place and survival depends on preparedness.

Ultimately, if you remember these basic steps you will be successful as an independent adventure vendor.

Eight steps to remember

1. Thoroughly debug and playtest your product **before** you ever sell the first one. Sell just one bad one and you will regret it a thousand times.

2. Visit several computer retailers and see how your competition has his software packaged. Then do yours better.

3. Price your software competitively on the retail level and don't be afraid to make a profit wholesale. Give too high a discount for too small a quantity to get yourself established and it will return to haunt you time and time again.

4. Be customer oriented. Don't be afraid to be "gung ho" for your individual customer and he will support you forever.

5. Be aggressive. No one can appreciate your product as much as you can. Therefore, sell it to the widest range of consumers possible in the shortest length of time.

6. Make the choice early between "open" programming and "protected media" programming. If you support the former, be prepared for pirating. If you support the latter, you may expect some frustration on the part of the honest consumer at not being able to back up his purchase.

7. Fill orders promptly - they are the lifeline to success.

8. Give no credit on initial dealer orders. Your cashflow depends on fast turnaround in the first six months. You can't afford to do anything but "Cash on Delivery" orders. Above all, be honest - your business depends on it.

Marketing a program yourself is very hard work. However, if your advertising copy is snappy and your program is well written, you will be able to realize much more than just the 10 to 20% of wholesale which most publishers offer.

Last but not least, if you are a generous sort, you can put your program on one of over three hundred bulletin boards for downloading. You won't earn much money, but you will have a lot of friends.

Chapter Seven

The Adventure Hit Parade

No discussion of Adventure would be complete without a review of the commerical offerings currently in the marketplace (which includes many programs offered in line listing form in this book).

The Scott Adams series is perhaps the most widely distributed and most popular. The following descriptions are based on publicity blurbs and some personal observations -

Adventureland is a light hearted little trip into the countryside. This first effort was written in BASIC, then changed to machine language. It is a good beginning point for the novice, since it's not too heady or complicated. There is a BOG and a LAKE and numerous other natural features to keep things lively. There is also a magic word oriented scenario.

Pirate's Cove is rated as a classic. Its smooth, story telling style quickly set the standard for all adventures to follow. There are four basic locations: 1. Flat in London, 2. On an Island, 3. On Treasure Island and 4. In Never-Never-Land. The wild and wacky characters that populate this game only enhance it. A Pirate, a Mongoose, a Parrot and assorted other beasties combine with such sublocations as a Grass Hut, etc., to give this adventure a real rib-tickling effect.

Mystery Fun House is an excursion into the madcap world of carnival funhouse with a gatekeeper to get past and multiple corridors to explore. You must find a variety of objects within and get out within the time limit. This one is a real brain teaser.

Mission Impossible pits you against unknown enemies in a race to stop a nuclear reactor from being destroyed. To complicate matters, there is a bomb planted in your head. This one is pretty tough to solve, and is an absolute must for those whose adventure skills have become well honed.

Strange Odyssey is one of the best of this series. You are alone on a strange planetoid with only a broken spaceship and your wits. There is a rock with alien runes on it. If you solve the entrance, a stargate of brave new worlds with treasure awaits you. Manipulation of objects within alien environments plays an important role in the solution of this puzzle.

The Count will leave your blood cold as you attempt to rid the world of Count Dracula once and for all. You must race against time to beat the sunset and find the Count in his humanoid form and overcome his powers to drive the stake home. There is an angry crowd preventing you from shirking your duty. The interior puzzle will keep you occupied for hours just deciphering the hallways.

Voodoo Castle is a weird one. It seems that Count Christo has been cursed. You are the only one who can save him. Starting off in a chapel you must explore the stoney hallways and darkened dungeons of Voodoo Castle. There is a JU JU man and a Kachina Doll (a likeness of the Count), a book for removing curses and much, much more. For entertainment value, this one rates very high.

Pyramid of Doom. Somewhere in Egypt there is an unexplored pyramid. You have the key and can begin the search for treasure under the watchful eyes of an ever present Nomad. This one is so good that two weeks into it I still haven't solved even a portion of it....yet.

Ghost Town. This western theme scenerio has all the mystique of a John Wayne epic. The puzzle is one of the most rewarding and entertaining of Scott's. The maze is an authentic ghost town, complete with saloon, hotel, jail, boot hill and an outrageous piano-playing ghost. Great fun!

Savage Island is Scott's latest and I haven't seen it yet, but have heard it is good. It is a two-parter, a departure from the norm.

The Greg Hassett adventure series has been building a reputation as entertaining and suitable for beginners. The following observations are taken from brief encounters and documentation blurbs -

Journey to the Center of the Earth is a perky little trip into the bowels of Terra Firma. The earthdigger gets a busted Gonkulator and you have to find a new one (or something to replace it) somewhere in the maze of tunnels in which you find yourself. Giant bugs and treasure make this entry level game interesting.

House of the Seven Gables pits you against a wicked witch in a haunted house. More complicated than its predecessor, this program will be deadly to those who take its puzzle lightly. Unique *objets de value* and personal combat gives a player his money's worth.

Atlantis. If undersea is where you want to be, this one is for you. Personal combat is taken one step further with the guardians of treasure being fierce sea creatures. It's all done under water, and it's a lot of fun. Whirlpools, Octopi and other denizens of the deep await you here.

Sorcerer's Castle. Haven't you always wanted to challenge the evil sorcerer on his own turf? Well, if you can find your way out of the woods, you will be just in time to fight the Black Knight, and mayhaps even confront the evil sorcerer personally. Treasure abounds here, with ample puzzlement to appease even the cultist.

Enchanted Island. Magic and mystery join hands to present an adventure of worth. The highly different flavor of this program would be spoiled by presentation of any details. It is the author's most unique and challenging offering in BASIC.

Enchanted Island Plus. Like Scott Adams, Greg Hassett also quests after the increased speed offered by machine language. This program has it all - speed, blinking cursor and an increased number of locations. Not yet fully released, this adventure is a must buy when it becomes available.

Mystery Mansion. The mansion is haunted and you have been summoned in a dream to come and solve its mystery. Good pace and colorful descriptions are selling points for Mansion. It is fast and well written and should especially appeal to the younger adventure fans.

World's Edge. The earth's pollution count has finally become critical. You can save the planet from extinction with 2.2 kg of APC-80 located on a small distant Planetoid. But the element is considered holy by the planetoid's inhabitants so a fight is imminent. By far the most imaginative plot so far from Greg, who seems to love to add combat to his adventures.

Curse of the Saskwatch is set in the Alaskan wilderness where there are dangers galore and puzzles aplenty. Good fare from Adventure World.

Devil's Palace. Something evil lurks in the dark forest and you must use all your wits to solve the mystery surrounding the instrusion of Chaos into the world of your adventure.

The Microsoft Adventure is a TRS-80 disk version of the original Collosal Cave mainframe adventure. It takes a long time to solve, but is definitely worth it. Dwarves, mazes and weird puzzles make this one a must for anyone with disk drives.

The Programmers Guild gives first time authors a forum to be published. Li, Boner, Forsythe and McCracken are just a few names launched by this approach. The evaluations which follow are from personal knowledge -

Lost Dutchman's Gold is an on line western adventure. Set in the Superstition mountains of Arizona, you accompany the ghost of Backpack Sam, a grizzled old former (in life) prospector, who knows the secret of the Lost Dutchman mine. There are indians, a stubborn mule, a ghost town and the Superstitions - dark and mysterious, to keep you spellbound throughout the simulation. Li, who hails from the very region of Arizona in the game, gives a very realistic, even authentic, picture of this lively legend that even now is actually sought by real 1980's treasure hunters.

Spider Mountain Adventure. Classic Dungeons and Dragons, this adventure employs Shelob, a giant spider, as guardian of the many treasures of Spider Mountain. Graylockland, an arid, fantasy counterpart to Arizona, shares many similarities. Don't let them fool you though. Spider Mountain Adventure is an entity unto its own. Armed with only a crossbow, you face Orcs and Spiders in the maze of tunnels under the mountain.

Death Dreadnaught. Rated R by its own publisher due to extreme descriptions of violence, this grim space saga pits man against the unseen horror

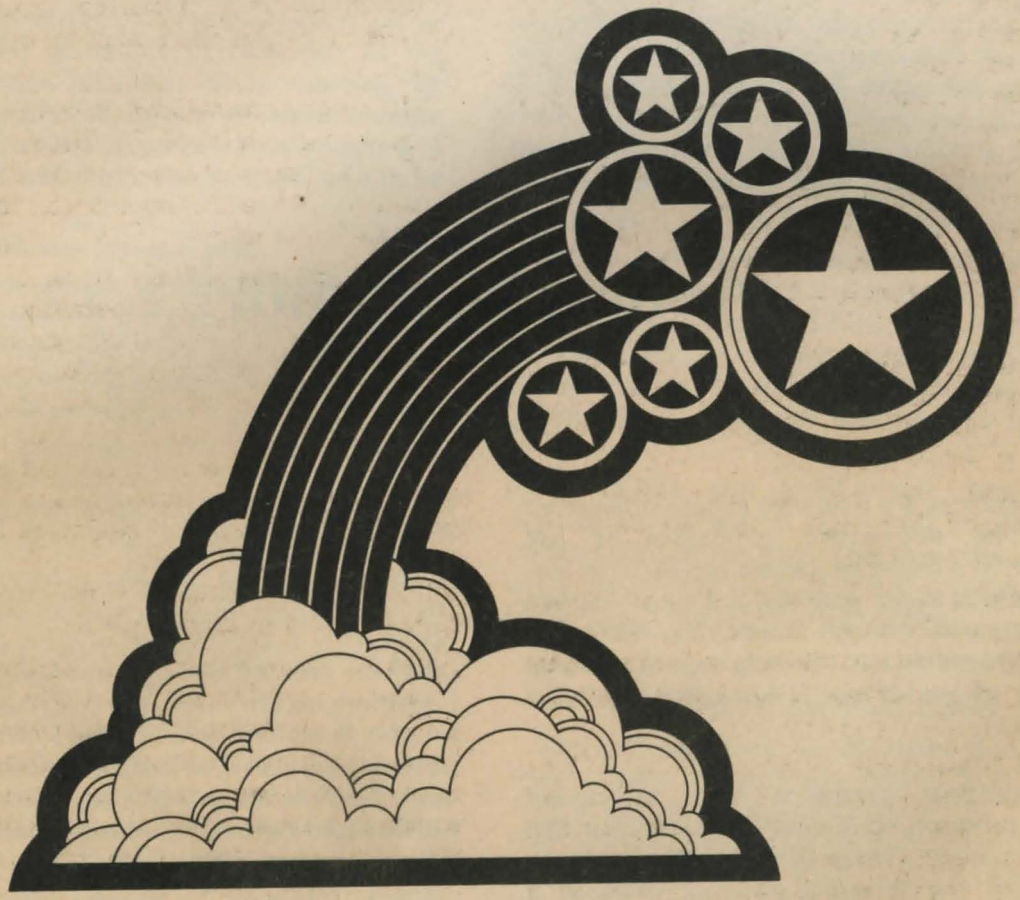
which has devastated an entire alien battlecruiser. As the last living human on board, the adventurer is required merely to escape. No mean trick with a killer on your trail and an unsolved maze before you. This one is not for the squeamish or faint of heart.

Thunder Road. Moonshine and Revenoors and '57 Chevys await the player in this takeoff of the TV series "The Dukes of Hazzard". Sheriff Bubba Clemmons is every bit as dangerous as the Revenoors, as the adventurer tries to thread his way along the treacherous highways and backroads in an attempt to deliver his load of white lightning to the folks in Knawbone.

Temple of the Sun. Shaman magic deep in the unexplored passages of an ancient temple in Central America. No treasure can be as important as finding the secret, hidden away for centuries.

Deadly Dungeon. Don Boner's first attempt at Dungeons and Dragons style adventure. Based on a temple excursion in the mythical kingdom of Graylockland, this adventure will appeal to beginners and advanced players alike.

These adventures are not the only ones on the market, however, they are the most visible. For additional information on adventure products, contact the vendors you see advertising in the popular magazines.



Part Two

The Adventure Generator

by David Huntress

About the author

David Huntress is a freelance programmer from Boston. The adventure generator is his contribution to a genre he cannot readily write for, due to a serious injury received during a Vietnam tour of duty with the Air Force. His computer experience traces back to the early days of personal computing, where he taught himself BASIC and later, Forth.

The adventure generator is a previously unreleased program. It is an exclusive feature in this book. To this date, I know of no one else who has accomplished the amazing task of creating a program that will write an adventure program.

The adventure generator assumes that you have already traced out your logic flow and mapped out the game. It asks you questions, and depending on your answers, will take your raw ideas and turn them into functioning games while you wait.

The program is a "working program", which is to say that many of the bells, whistles and polish which accompany a commercial offering are missing. It takes for granted that you know what is going on (whether you do or not). For this reason, the would-be user is advised to study the remark lines of the program as it is typed in, and that the intended adventure be entered into the generator only in one or two room increments initially, so that the "feel" of the program may be acquired.

Lastly, although the finished adventure will run, there may be bugs in it, or it may be inefficient in its coding. The editors of this book have decided that the unique quality and novelty of this program outweigh any possible handicaps.

Chapter One

Adventure Generator

Documentation & Comments

Requires disk BASIC and one drive.

Before beginning to use the generator, make a map of how your adventure is going to be laid out. Each location should have a number which will be entered into the generator in response to the "Room Description" request. When mapping the adventure, remember to tag everything as to where it should go and what it should do. Leave nothing to chance. Once it is in the program, it will have to be manually edited.

Room Input Cycle

The generator will ask: ROOM NUMBER 1. It is asking you to assign to it the description of room number one. When you input your response, be sure that you type exactly what you want the screen to say in the finished product. If you respond: "A RED ROOM", the display in the final program will read: "YOU ARE: A RED ROOM".

Remember your prepositions! IN a red room! ON a tall ship. Format your display professionally.

The Room Input cycle will continue until all of your rooms (locations) are entered. When you are done entering locations simply type a period and ENTER, and the next cycle will begin.

Object Input Cycle

A good adventure should have objects to manipulate. The objects input cycle provides the objects you laid out in the planning stages. The generator will ask: OBJECT 1: to which you will reply "(object, such as shovel or chest)". The generator will continue to ask for objects until your supply of things to place in the program is exhausted. Terminate this cycle with .ENTER.

Remember that your objects will be appearing behind the words, "YOU SEE :" in the program. So, configure the descriptions accordingly. Also remember the program will zero in on the first three letters of an object phrase, so watch things like "A GOLD BALL", which will cause the program to read: "A(space)G" as the object key word. If you want to be colorful in your descriptions, remember that your *key word should appear first.*

Verb Input Cycle

All of the verb or action words that your adventure will recognize should be placed here. The generator will ask VERB 1: to which you will respond with the verb(s) you wish to place there. The verb input will continue until you have given the generator all the verbs you wish to use in the program.

[CAUTION] any word used here will be considered an action word and will be used in conjunction with objects. Therefore, the verb GET, when assigned to GOLDEN BALL will do just that. Make sure your verbs make sense.

Object Placement Cycle

The generator will list all rooms (locations) by their number and will ask: WHAT ROOM DOES THE (object such as Gold Ball) GO IN. You should then respond with the room number of the desired location of the object. This cycle will continue until the entire supply of objects has been used. Placement of a zero behind object placement will put it in a place where it can be accessed by conditionals but the adventurer cannot GO there! Room Zero is sort of an object storage closet.

Room Direction Cycle

The generator will list all rooms (locations). It will then begin the directional cycle by asking: "WHERE DOES THE (room number 1 description) LEAD TO IN THE NORTH". To which you respond with the room number which connects with this room in that direction. **MAPPING IS IMPORTANT!** Make sure that everything is well planned or your program will fall apart directionally. If Room One exits to Room Two to the North, then Room Two should exit to Room One to the South, (except in the case of one-way doors and the like). You plan your own location map, but it must be logical.

The generator will go through the room in the direction cycle, establishing North, South, East and West, as well as Up and Down.

If you have no outlet for a certain direction, enter zero for that location and the direction will be keyed to invisibility. It will do that with every room until the entire internal map has been drawn. When this cycle is complete, you will have the beginnings of a working adventure stored in the file the generator has been writing all this time.

One Word Sentence Input Cycle

One word sentence input is a verb independent of the object. The one word verb must be listed in the verb section and can be input in reply to the generator's question: ONE WORD SENTENCES. One word sentences are location and object specific and can be used for uncovering or revealing things that are stored in room zero for just that reason.

Conditional Input Cycle

The generator will write your conditionals. It will go back to the verb-object combinations and say: "(Object, such as Door)" and the object number, such as (1). Then it will say: "THE DOOR IS (verb, such as OPEN)". Then: "THIS IS WHAT YOU HAVE SO FAR... (what appears will be the beginnings of a BASIC line.

(Line Number) IF 0 (OBJECT) = 1
187IF0=

The generator will give you choices now.

"Do you want to add on"
"A for 'AND'"
"O for OR"

Choosing "OR" or "AND" brings up a sub-menu:

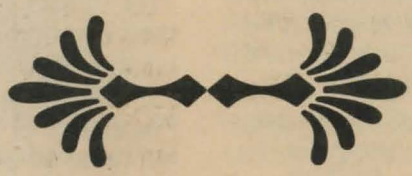
"1 if object in room"
"2 if object in room or in inventory"
"3 if flag is set"
"4 for random factor"
"5 object not in room"
"6 if room = N (room number)"

Selection causes the generator to add to the BASIC line it is building. Then the generator gives you a chance to add more conditionals by asking: "DO YOU WANT TO ADD MORE CONDITIONS BEFORE THE 'THEN'". "YES" will take you back to the menu listed above. "NO" will print the line as it exists so far, adding "THEN" and bringing up a new menu:

"0 anything not on list"
"1 object disappears"
"2 object to inventory"
"3 leave object in room"
"4 set flag"
"5 reset flag"
"6 new object to room"
"7 print"
"8 to open or close a passage"

The generator will then ask, "MORE ON THE SAME VERB Y/N"

A negative answer will save the rest of the program to disk and come up with READY. A "Y" will recycle you into more detail on the verb upon which you are working.



Chapter Two

Adventure Generator

Sample run

The program in this chapter was produced using the generator in chapter three.

The adventure generator is an experimental program designed for the programmer who already knows his way around the computer. The sample shown here puts together a little one room adventure, with the goal of escape.

The sample program shows how the generator constructs the semi-finished adventure. Naturally, there is room for change or modification.

ROOM$ is the designated location where the object (or objects) are to be found or the actions to take place. OBJ$ is the "YOU SEE" or the object, which responds to VERB$ (such as GET or OPEN).

Figures 1 and 2 are simplified as much as possible. ROOM$ = "in a dank dark miserable dungeon.". Typing the VERB($) "GET", and linking that command to the OBJECT($) "KEY", moved the key to inventory, and caused it to disappear from the screen. With the conditional set of the key being in inventory, we typed "OPEN DOOR", which set off a random generator, giving us a 50% chance of freedom. We hit the percentage, and so the program typed "YOU MADE IT TO FREEDOM". This was what we told the program to do when we were running the generator to set up the program in the first place.

The generator program should provide you with hours of entertainment or frustration (or both), as you learn to master it. Once learned, it will give you one adventure after another.

```
I AM
IN A DANK DARK MISERABLE DUNGEON
CELL
I CAN SEE:
KEY, DOOR WHICH SEEMS TO BE
LOCKED,
YOU CAN GO: NORTH SOUTH EAST
WEST UP DOWN

WHAT SHOULD I DO?—
I AM
IN A DANK DARK MISERABLE DUNGEON
CELL
I CAN SEE:
DOOR WHICH SEEMS TO BE LOCKED,
YOU CAN GO: NORTH SOUTH EAST
WEST UP DOWN
```

Figure 1

```
WHAT SHOULD I DO? GET KEY
WHAT SHOULD I DO? —
I AM
IN A DANK DARK MISERABLE DUNGEON
CELL
I CAN SEE:
DOOR WHICH SEEMS TO BE LOCKED,
YOU CAN GO: NORTH SOUTH EAST
WEST UP DOWN

WHAT SHOULD I DO? GET KEY
WHAT SHOULD I DO? OPEN DOOR
YOU MADE IT TO FREEDOM
WHAT SHOULD I DO?—
```

Figure 2

```
 1 CLEAR 1000
 2 CLS
 3 DIM ROOM$(100),VERB$(100),OB$(100),OB(100),D(100,
   4),D$(4),F(50),U(100,2)
 5 ROOM$( 1) = "IN A DANK DARK MISERABLE DUNGEON CEL
   L"
 6 OB$( 1) = "KEY"
 7 OB$( 2) = "DOOR WHICH SEEMS TO BE LOCKED"
 8 VERB$( 1) = "GET"
 9 VERB$( 2) = "UNLOCK"
10 VERB$( 3) = "OPEN"
11 VERB$( 4) = "GO"
13 OB( 1) = 1
14 OB( 2) = 1
15 DATA NORTH,SOUTH,EAST,WEST
16 FOR I = 1 TO 4:
    READ D$(I):
    NEXT
17 D( 1, 1) = 1
18 D( 1, 2) = 1
19 D( 1, 3) = 1
20 D( 1, 4) = 1
21 U( 1,1) = 1
22 U( 1,2) = 1
24 NV = 4
25 NO = 2
26 CLS
27 YOU = 1
28 PRINT @0,S$;S$;S$;S$;S$;S$:
   PRINT @0," "
29 PRINT @65,"I AM  "
30 PRINT ROOM$(YOU)
31 PRINT "I CAN SEE :
32 FOR I = 1 TO NO:
    IF INT(OB(I)) = INT(YOU)
     THEN
      PRINT OB$(I);" , ";
33  IF POS(0) + LEN(OB$(I + 1)) + 3 > 64
     THEN
      PRINT
34  NEXT
35 PRINT
36 PRINT "YOU CAN GO :";
37 FOR I = 1 TO 4
38  IF D(YOU,I) < > 0
     THEN
      PRINT D$(I);" ";
39  NEXT
40 IF U(YOU,1) < > 0
    THEN
     PRINT "UP";
41 IF U(YOU,2) < > 0
    THEN
     PRINT "DOWN"
42 PRINT
43 PRINT STRING$(35,61)
44 PRINT @960,:
```

```
   INPUT "WHAT SHOULD I DO";I$
45 IF LEFT$(I$,3) < > "INV"
    THEN
     49
46 FOR QQ = 1 TO NO
47  IF OB(QQ) = - 1
     THEN
      PRINT OB$(QQ)
48  NEXT
49 IF LEFT$(I$,5) < > "SCORE"
    THEN
     56
50 T = 0:
   Y = 0
51 FOR I = 1 TO NO
52  FOR L = 1 TO LEN(OB$(I))
53   IF MID$(OB$(I),L,1) = "*"
      THEN
       T = T + 1:
       IF OB(I) = YOU OR OB(I) = - 1
        THEN
         Y = Y + 1
54   NEXT :
    NEXT
55 PRINT "OUT OF";T;"POINTS YOU HAVE";Y:
   GOTO 28
56 FOR I = 1 TO NV
57  N = LEN(VERB$(I))
58  IF LEFT$( LEFT$(I$,N),3) = LEFT$(VERB$(I),3)
     THEN
      V$ = VERB$(I)
59  NEXT
60 PRINT
62 Y1 = 0
63 FOR I = 1 TO LEN(I$)
64  IF MID$(I$,I,1) = CHR$(32)
     THEN
      Y1 = I
65  NEXT
66 O$ = RIGHT$(I$, LEN(I$) - Y1)
67 Y = 0
68 FOR I = 1 TO NV
69  IF LEFT$(VERB$(I),3) = LEFT$(V$,3)
     THEN
      Y = I
70  NEXT
71 Y1 = 0
72 FOR I = 1 TO NO
73  IF LEFT$(O$,3) = LEFT$(OB$(I),3)
     THEN
      Y1 = I
74  NEXT
75 O = Y1:
   V = Y
76 V = V + 1
77 IF I$ = "FREEDOM"
    THEN
     O = 0
```

```
78 IF LEN(I$) < > 1
    THEN
     85
79 C = 0
80 IF I$ = "N" AND D(YOU,1) < > 0
    THEN
     YOU = D(YOU,1):
     GOTO 28
81 IF I$ = "S" AND D(YOU,2) < > 0
    THEN
     YOU = D(YOU,2):
     GOTO 28
82 IF I$ = "E" AND D(YOU,3) < > 0
    THEN
     YOU = D(YOU,3):
     GOTO 28
83 IF I$ = "W" AND D(YOU,4) < > 0
    THEN
     YOU = D(YOU,4):
     GOTO 28
84 IF I$ = "U" AND U(YOU,1) < > 0
    THEN
     YOU = U(YOU,1):
     GOTO 28
85 IF I$ = "D" AND U(YOU,2) < > 0
    THEN
     YOU = U(YOU,2):
     GOTO 28
86 ON V GOTO 136, 186, 236, 286, 336, 386, 436, 486,
    536, 586, 636, 686, 736, 786, 836, 886, 936, 986
   , 1036, 1086,
186 IF O = 1
    THEN
     OB( 1) = - 1:
     OB( 1) = 0:
     C = C + 1
187 IF C = 0
    THEN
     PRINT "I DON'T UNDER STAND"
188 GOTO 28
236 IF O = 2 AND (OB( 1) = YOU OR OB( 1) = - 1)
    THEN
     PRINT "THE DOOR OPENS AND A BALROG DEVOURS YOU"
     :
     C = C + 1
237 IF C = 0
    THEN
     PRINT "I DON'T UNDER STAND"
238 GOTO 28
286 GOTO 336
336 IF O = 2 AND ( RND(100) > 50)
    THEN
     PRINT "YOU MADE IT TO FREEDOM":
     C = C + 1
337 IF C = 0
    THEN
     PRINT "I DON'T UNDER STAND"
338 GOTO 28
```

Chapter Three

Adventure generator program

32K of RAM and disk are required for this program.

```
10 CLS
20 CLEAR 4000 : DEFINT A - Z
30 PRINT "DO YOU HAVE A PRINTER ON LINE   Y/N"
40 A$ = INKEY$ : IF A$ = "Y" THEN P = 1 : ELSE : IF A$ = "N" THE
  N P = 0 : ELSE : GOTO 40
50 OPEN "O", 1, "PROGRAM"
60 DIM LIN$(2000), OB$(100), VERB$(100), ROOM$(200), D$(40), V(1
  10), F$(40)
70 LIN = 10
80 LIN$(X) = STR$(LIN) + "S$ = STRING$(255, 32)"
90 PRINT# 1, LIN$(X) : LIN = LIN + 1
100 LIN$(1) = STR$(1) + "CLEAR 1000"
110 X = 1 : PRINT# 1, LIN$(X) : LIN = LIN + 1
120 LIN$(2) = STR$(2) + "CLS"
130 X = 2 : PRINT# 1, LIN$(X) : LIN = LIN + 1
140 LIN$(3) = STR$(3) + "DIM ROOM$(100), VERB$(100), OB$(100), O
  B(100), D(100,4), D$(4), F(50), U(100,2)"
150 X = 3 : PRINT# 1, LIN$(X) : LIN = LIN + 1
160 LIN = 4 : X = 4
170 I = 1
180 PRINT "TO END  INPUT CYCLE TYPE ."
190 PRINT "ROOM NUMBER "; I; ":"
200 INPUT R$
210 IF R$ = "." THEN NR = I - 1 : GOTO 260
220 ROOM$(I) = R$
230 PRINT# 1, LIN$(X) : LIN = LIN + 1
240 LIN$(X) = STR$(LIN) + "ROOM$(" + STR$(I) + ")=" + CHR$(34) +
   R$ + CHR$(34)
250 I = I + 1 : GOTO 190
260 REM-------------END ROOM INPUT-----------------------
270 REM-------------START OBJECT INPUT-------------------
280 CLS
290 I = 1
300 CLS : PRINT "OBJECT   "; I
310 INPUT O$
320 OB$(I) = O$
330 IF O$ = "." THEN NO = I - 1 : GOTO 370
340 PRINT# 1, LIN$(X) : LIN = LIN + 1
350 LIN$(X) = STR$(LIN) + "OB$(" + STR$(I) + ")=" + CHR$(34) + O
  $ + CHR$(34)
360 I = I + 1 : GOTO 300
370 REM-------------END OBJECT INPUT---------------------
380 REM-------------VERB INPUT---------------------------
```

```
390 I = 1
400 PRINT# 1, LIN$(X) : LIN = LIN + 1
410 CLS : PRINT "VERB "; I
420 INPUT V$
430 IF V$ = "." THEN NV = I - 1 : GOTO 470
440 VERB$(I) = V$
450 LIN$(X) = STR$(LIN) + "VERB$(" + STR$(I) + ")=" + CHR$(34) +
   V$ + CHR$(34)
460 I = I + 1 : GOTO 400
470 REM-------------END VERB INPUT-----------------------
480 REM-------------PLACE OBJECTS-----------------------
490 FOR I = 1 TO NO
500 CLS
510 FOR Q = 1 TO NR : PRINT Q; ROOM$(Q),
511 IF POS(0) + LEN(ROOM$(Q + 1)) + 6 > 64 THEN PRINT
512 NEXT
520 PRINT
530 PRINT "WHAT ROOM DOES THE   "; OB$(I); "   GO IN"
540 INPUT R
550 PRINT# 1, LIN$(X) : LIN = LIN + 1
560 LIN$(X) = STR$(LIN) + "OB(" + STR$(I) + ")=" + STR$(R)
570 NEXT
580 REM-------------END OF OBJECT PLACEMENT--------------
590 PRINT# 1, LIN$(X) : LIN = LIN + 1
600 LIN$(X) = STR$(LIN) + "DATA NORTH,SOUTH,EAST,WEST"
610 PRINT# 1, LIN$(X) : LIN = LIN + 1
620 LIN$(X) = STR$(LIN) + "FOR I=1TO4:READ D$(I):NEXT"
630 PRINT# 1, LIN$(X) : LIN = LIN + 1
640 REM-------------START DIRECTION CHART----------------
650 DATA NORTH, SOUTH, EAST, WEST
660 FOR N = 1 TO 4 : READ D$(N) : NEXT
670 FOR N = 1 TO NR
680 CLS
690 REM-------------PRINT ROOMS--------------------------
700 CLS
705 QQ = 0
710 FOR L = 1 TO NR : PRINT L; ROOM$(L),
711 IF POS(0) + LEN(ROOM$(L + 1)) + 5 > 64 THEN PRINT
712 NEXT
720 IF P = 0 OR QQ = 1 THEN 740
730 FOR L = 1 TO NR : LPRINT L; ROOM$(L) : NEXT
735 QQ = 1
740 PRINT
750 FOR Q = 1 TO 4
760 PRINT
770 PRINT "WHERE DOES THE  "; ROOM$(N); "  LEAD TO  IN  THE "; D
  $(Q);
780 INPUT DD
790 LIN$(X) = STR$(LIN) + "D(" + STR$(N) + "," + STR$(Q) + ")="
  + STR$(DD)
800 PRINT# 1, LIN$(X) : LIN = LIN + 1
810 NEXT
820 INPUT "WHERE DOES IT LEAD UP"; UP
830 INPUT "WHERE DOES IT LEAD DOWN"; DOW
840 LIN$(X) = STR$(LIN) + "U(" + STR$(N) + ",1)=" + STR$(UP)
```

```
850 PRINT# 1, LIN$(X) : LIN = LIN + 1
860 LIN$(X) = STR$(LIN) + "U(" + STR$(N) + ",2)=" + STR$(DOW)
870 PRINT# 1, LIN$(X) : LIN = LIN + 1
880 NEXT
890 REM-------------END OF DIRECTION CHART---------------
900 PRINT#1,LIN$(X):LIN=LIN+1
910 LIN$(X) = STR$(LIN) + "NV=" + STR$(NV)
920 REM-------------SET NUMBER OF VERBS-------------------
930 PRINT# 1, LIN$(X) : LIN = LIN + 1
940 LIN$(X) = STR$(LIN) + "NO=" + STR$(NO)
950 REM-------------SET NUMBER OF OBJECTS-----------------
960 PRINT# 1, LIN$(X) : LIN = LIN + 1
970 LIN$(X) = STR$(LIN) + "CLS"
980 PRINT# 1, LIN$(X) : LIN = LIN + 1
990 LIN$(X) = STR$(LIN) + "YOU=1"
1000 PRINT# 1, LIN$(X) : LIN = LIN + 1
1010 REM-------------START OUTPUT--------------------------
1020 L2 = LIN
1030 LIN$(X) = STR$(LIN) + "PRINT@0,S$;S$;S$;S$;S$;S$:?@0," + CH
  R$(34) + " " + CHR$(34)
1040 PRINT# 1, LIN$(X) : LIN = LIN + 1
1050 LIN$(X) = STR$(LIN) + "PRINT@65," + CHR$(34) + "I AM  " + C
  HR$(34)
1060 PRINT# 1, LIN$(X) : LIN = LIN + 1
1070 LIN$(X) = STR$(LIN) + "PRINT ROOM$(YOU)"
1080 PRINT# 1, LIN$(X) : LIN = LIN + 1
1090 LIN$(X) = STR$(LIN) + "PRINT" + CHR$(34) + "I CAN SEE :"
1100 PRINT# 1, LIN$(X) : LIN = LIN + 1
1110 REM-------------OUTPUT WHAT YOU SEE-------------------
1120 LIN$(X) = STR$(LIN) + "FOR I=1TO NO:IF INT(OB(I))=INT(YOU)T
  HEN PRINT OB$(I);" + CHR$(34) + " , " + CHR$(34) + ";"
1130 PRINT# 1, LIN$(X) : LIN = LIN + 1
1140 LIN$(X) = STR$(LIN) + "IF POS(0)+LEN(OB$(I+1))+3>64THEN PRI
  NT"
1150 PRINT# 1, LIN$(X) : LIN = LIN + 1
1160 LIN$(X) = STR$(LIN) + "NEXT"
1170 PRINT# 1, LIN$(X) : LIN = LIN + 1
1180 LIN$(X) = STR$(LIN) + "PRINT"
1190 PRINT# 1, LIN$(X) : LIN = LIN + 1
1200 LIN$(X) = STR$(LIN) + "PRINT" + CHR$(34) + "YOU CAN GO :" +
   CHR$(34) + ";"
1210 REM-------------CHECK FOR DIRECTION-------------------
1220 PRINT# 1, LIN$(X) : LIN = LIN + 1
1230 LIN$(X) = STR$(LIN) + "FOR I=1TO4"
1240 PRINT# 1, LIN$(X) : LIN = LIN + 1
1250 LIN$(X) = STR$(LIN) + "IF D(YOU,I)<>0THEN PRINT D$(I);" + C
  HR$(34) + " " + CHR$(34) + ";"
1260 PRINT# 1, LIN$(X) : LIN = LIN + 1
1270 LIN$(X) = STR$(LIN) + "NEXT"
1280 PRINT# 1, LIN$(X) : LIN = LIN + 1
1290 LIN$(X) = STR$(LIN) + "IF U(YOU,1)<>0THEN PRINT" + CHR$(34)
   + "UP" + CHR$(34) + ";"
1300 PRINT# 1, LIN$(X) : LIN = LIN + 1
1310 LIN$(X) = STR$(LIN) + "IF U(YOU,2)<>0THEN PRINT" + CHR$(34)
   + "DOWN" + CHR$(34)
```

```
1320 PRINT# 1, LIN$(X) : LIN = LIN + 1
1330 LIN$(X) = STR$(LIN) + "PRINT
1340 PRINT# 1, LIN$(X) : LIN = LIN + 1
1350 LIN$(X) = STR$(LIN) + "PRINT STRING$(35,61)"
1360 PRINT# 1, LIN$(X) : LIN = LIN + 1
1370 LIN$(X) = STR$(LIN) + "PRINT@960,:INPUT" + CHR$(34) + "WHAT
   SHOULD I DO" + CHR$(34) + ";I$"
1380 PRINT# 1, LIN$(X) : LIN = LIN + 1
1390 LIN$(X) = STR$(LIN) + "IF LEFT$(I$,3)<>" + CHR$(34) + "INV"
   + CHR$(34) + "THEN" + STR$(LIN + 4)
1400 PRINT# 1, LIN$(X) : LIN = LIN + 1
1410 LIN$(X) = STR$(LIN) + "FOR QQ=1TO NO"
1420 PRINT# 1, LIN$(X) : LIN = LIN + 1
1430 LIN$(X) = STR$(LIN) + "IF OB(QQ)=-1THEN PRINT OB$(QQ)"
1440 PRINT# 1, LIN$(X) : LIN = LIN + 1
1450 LIN$(X) = STR$(LIN) + "NEXT"
1460 PRINT# 1, LIN$(X) : LIN = LIN + 1
1470 LIN$(X) = STR$(LIN) + "IF LEFT$(I$,5)<>" + CHR$(34) + "SCOR
  E" + CHR$(34) + "THEN" + STR$(LIN + 7)
1480 PRINT# 1, LIN$(X) : LIN = LIN + 1
1490 LIN$(X) = STR$(LIN) + "T=0:Y=0"
1500 PRINT# 1, LIN$(X) : LIN = LIN + 1
1510 LIN$(X) = STR$(LIN) + "FOR I=1TO NO"
1520 PRINT# 1, LIN$(X) : LIN = LIN + 1
1530 LIN$(X) = STR$(LIN) + "FOR L=1TO LEN(OB$(I))"
1540 PRINT# 1, LIN$(X) : LIN = LIN + 1
1550 LIN$(X) = STR$(LIN) + "IF MID$(OB$(I),L,1)=" + CHR$(34) + "
  *" + CHR$(34) + "THEN T=T+1:IF OB(I)=YOU OR OB(I)=-1THEN Y=Y+1
  "
1560 PRINT# 1, LIN$(X) : LIN = LIN + 1
1570 LIN$(X) = STR$(LIN) + "NEXT:NEXT"
1580 PRINT# 1, LIN$(X) : LIN = LIN + 1
1590 LIN$(X) = STR$(LIN) + "PRINT" + CHR$(34) + "OUT OF" + CHR$(
  34) + ";T;" + CHR$(34) + "POINTS YOU HAVE" + CHR$(34) + ";Y:GO
  TO" + STR$(L2)
1600 PRINT# 1, LIN$(X) : LIN = LIN + 1
1610 LIN$(X) = STR$(LIN) + "FOR I=1TO NV"
1620 PRINT# 1, LIN$(X) : LIN = LIN + 1
1630 LIN$(X) = STR$(LIN) + "N=LEN(VERB$(I))"
1640 PRINT# 1, LIN$(X) : LIN = LIN + 1
1650 LIN$(X) = STR$(LIN) + "IF LEFT$(LEFT$(I$,N),3)=LEFT$(VERB$(
  I),3)THEN V$=VERB$(I)"
1660 PRINT# 1, LIN$(X) : LIN = LIN + 1
1670 LIN$(X) = STR$(LIN) + "NEXT"
1680 PRINT# 1, LIN$(X) : LIN = LIN + 1
1690 LIN$(X) = STR$(LIN) + "PRINT"
1700 PRINT# 1, LIN$(X) : LIN = LIN + 1
1710 PRINT# 1, LIN$(X) : LIN = LIN + 1
1720 LIN$(X) = STR$(LIN) + "Y1=0"
1730 PRINT# 1, LIN$(X) : LIN = LIN + 1
1740 LIN$(X) = STR$(LIN) + "FOR I=1TO LEN(I$)"
1750 PRINT# 1, LIN$(X) : LIN = LIN + 1
1760 LIN$(X) = STR$(LIN) + "IF MID$(I$,I,1)=CHR$(32)THEN Y1=I"
1770 PRINT# 1, LIN$(X) : LIN = LIN + 1
1780 LIN$(X) = STR$(LIN) + "NEXT"
```

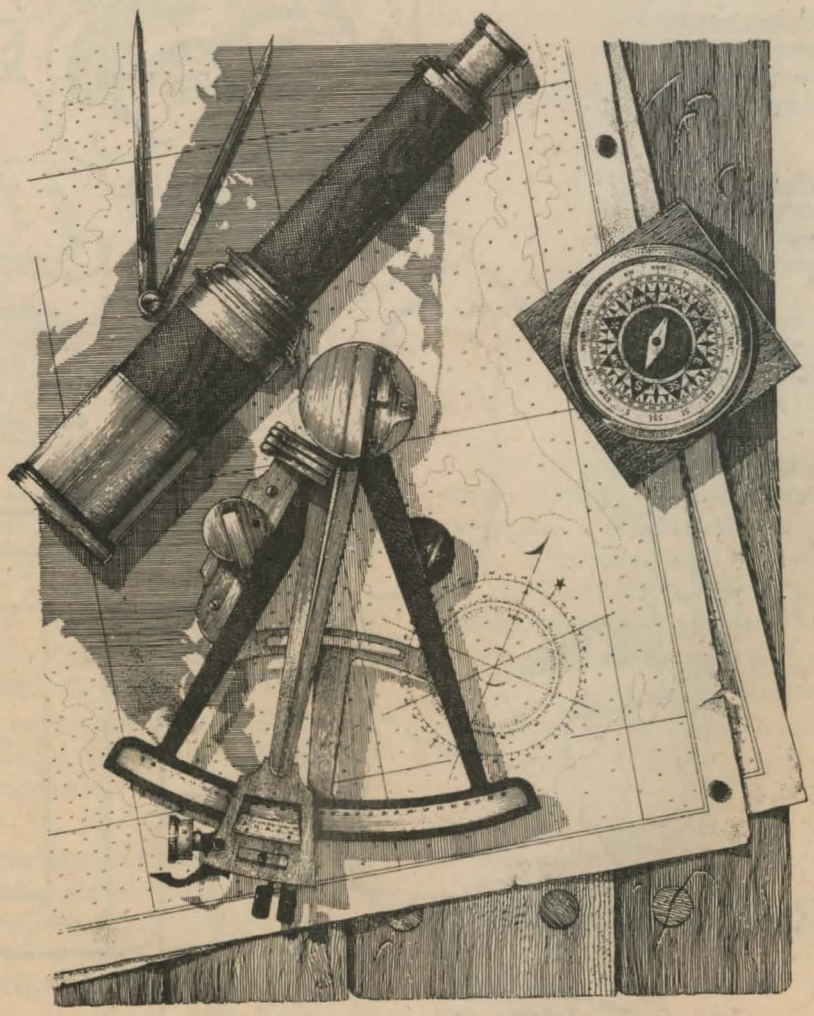
```
1790 PRINT# 1, LIN$(X) : LIN = LIN + 1
1800 LIN$(X) = STR$(LIN) + "O$=RIGHT$(I$,LEN(I$)-Y1)"
1810 PRINT# 1, LIN$(X) : LIN = LIN + 1
1820 LIN$(X) = STR$(LIN) + "Y=0"
1830 PRINT# 1, LIN$(X) : LIN = LIN + 1
1840 LIN$(X) = STR$(LIN) + "FOR I=1TO NV"
1850 PRINT# 1, LIN$(X) : LIN = LIN + 1
1860 LIN$(X) = STR$(LIN) + "IF LEFT$(VERB$(I),3)=LEFT$(V$,3)THEN
   Y=I"
1870 PRINT# 1, LIN$(X) : LIN = LIN + 1
1880 LIN$(X) = STR$(LIN) + "NEXT"
1890 PRINT# 1, LIN$(X) : LIN = LIN + 1
1900 LIN$(X) = STR$(LIN) + "Y1=0"
1910 PRINT# 1, LIN$(X) : LIN = LIN + 1
1920 LIN$(X) = STR$(LIN) + "FOR I=1TO NO"
1930 PRINT# 1, LIN$(X) : LIN = LIN + 1
1940 LIN$(X) = STR$(LIN) + "IF LEFT$(O$,3)=LEFT$(OB$(I),3)THEN Y
  1=I"
1950 PRINT# 1, LIN$(X) : LIN = LIN + 1
1960 LIN$(X) = STR$(LIN) + "NEXT
1970 PRINT# 1, LIN$(X) : LIN = LIN + 1
1980 LIN$(X) = STR$(LIN) + "O=Y1:V=Y"
1990 PRINT# 1, LIN$(X) : LIN = LIN + 1
2000 LIN$(X) = STR$(LIN) + "V=V+1"
2010 PRINT# 1, LIN$(X) : LIN = LIN + 1
2011 INPUT "HOW MANY ONE WORD SENTENCES---"; NT
2012 IF NT = 0 THEN 2020
2013 FOR QQ = 1 TO NT
2014 INPUT "WORD"; W$
2015 LIN$(X) = STR$(LIN) + "IF I$=" + CHR$(34) + W$ + CHR$(34) +
   "THEN O=0"
2016 PRINT# 1, LIN$(X) : LIN = LIN + 1
2017 NEXT
2020 LIN$(X) = STR$(LIN) + "IF LEN(I$)<>1THEN" + STR$(LIN + 7)
2030 PRINT# 1, LIN$(X) : LIN = LIN + 1
2031 LIN$(X) = STR$(LIN) + "C=0"
2032 PRINT# 1, LIN$(X) : LIN = LIN + 1
2040 LIN$(X) = STR$(LIN) + "IF I$=" + CHR$(34) + "N" + CHR$(34)
  + "AND D(YOU,1)<>0THEN YOU=D(YOU,1):GOTO" + STR$(L2)
2050 PRINT# 1, LIN$(X) : LIN = LIN + 1
2060 LIN$(X) = STR$(LIN) + "IF I$=" + CHR$(34) + "S" + CHR$(34)
  + "AND D(YOU,2)<>0THEN YOU=D(YOU,2):GOTO" + STR$(L2)
2070 PRINT# 1, LIN$(X) : LIN = LIN + 1
2080 LIN$(X) = STR$(LIN) + "IF I$=" + CHR$(34) + "E" + CHR$(34)
  + "AND D(YOU,3)<>0THEN YOU=D(YOU,3):GOTO" + STR$(L2)
2090 PRINT# 1, LIN$(X) : LIN = LIN + 1
2100 LIN$(X) = STR$(LIN) + "IF I$=" + CHR$(34) + "W" + CHR$(34)
  + "AND D(YOU,4)<>0THEN YOU=D(YOU,4):GOTO" + STR$(L2)
2110 PRINT# 1, LIN$(X) : LIN = LIN + 1
2120 LIN$(X) = STR$(LIN) + "IF I$=" + CHR$(34) + "U" + CHR$(34)
  + "AND U(YOU,1)<>0THEN YOU=U(YOU,1):GOTO" + STR$(L2)
2130 PRINT# 1, LIN$(X) : LIN = LIN + 1
2140 LIN$(X) = STR$(LIN) + "IF I$=" + CHR$(34) + "D" + CHR$(34)
  + "AND U(YOU,2)<>0THEN YOU=U(YOU,2):GOTO" + STR$(L2)
2150 PRINT# 1, LIN$(X) : LIN = LIN + 1
```

```
2160 IT = 0
2170 I = LIN + 50
2180 REM------------START ON GOTO GENERATOR--------------
2190 LIN$(X) = STR$(LIN) + "ON V GOTO"
2200 LL = 1
2210 QQ = 20
2220 IT = 0
2230 FOR N = LL TO LL + 19
2240 LIN$(X) = LIN$(X) + STR$(I) + ","
2250 I = I + 50
2260 V(IT) = I - 50
2270 IT = IT + 1
2280 NEXT
2290 S = S + 1 : PRINT "PASS"; S
2300 PRINT LIN$(X)
2310 PRINT
2320 LL = LL + 20
2330 PRINT# 1, LIN$(X) : LIN = LIN + 1
2340 IF LL + 20 > NV THEN 2380
2350 LIN$(X) = STR$(LIN) + "ON V-" + STR$(QQ) + "GOTO"
2360 QQ = QQ + 20
2370 IF LL < 100 THEN 2230
2380 REM------------END OF ON GOTO GENERATOR--------------
2390 REM------------START CONDITIONAL STATMENTS-----------
2410 FOR QQ = 1 TO 500 : NEXT : FOR N = 1 TO NV
2420 LIN = V(N)
2430 CLS
2440 FOR LT = 1 TO NO
2450 PRINT LT; OB$(LT);
2460 IF POS(0) + LEN(OB$(LT + 1)) + 2 > 64 THEN PRINT
2470 NEXT
2480 PRINT
2490 PRINT STRING$(63, 191)
2500 PRINT "THE VERB IS  "; VERB$(N)
2510 INPUT "DO YOU WANT TO GOTO ANOTHER VERB   Y/N"; A$ : IF A$
  = "N" THEN 2560 : ELSE : IF A$ <> "N" AND A$ <> "Y" THEN 2510
2520 CLS : PRINT "THE VERB IS "; VERB$(N) : PRINT : FOR QT = 1 T
  O NV : PRINT QT; VERB$(QT), : NEXT
2530 INPUT "VERB NUMBER TO GOTO----------"; GV
2540 LIN$(X) = STR$(LIN) + "GOTO" + STR$(V(GV))
2550 GOTO 3210
2560 LIN$(X) = STR$(LIN) + "IF O="
2570 INPUT "OBJECT NUMBER---------"; NT
2580 LIN$(X) = LIN$(X) + STR$(NT)
2590 CLS
2600 PRINT "THIS IS WHAT YOU HAVE SO FAR"
2610 PRINT : PRINT
2620 PRINT LIN$(X)
2630 PRINT "DO YOU WANT TO ADD MORE CONDITIONS BEFORE THE 'THEN'
  "
2640 PRINT "      Y/N"
2650 A$ = INKEY$ : IF A$ <> "Y" AND A$ <> "N" THEN 2650
2660 IF A$ = "Y" THEN 3250
2670 LIN$(X) = LIN$(X) + "THEN"
2680 CLS
```

```
2690 PRINT LIN$(X)
2700 DATA PRINT, OB(NT)=0, OB(NT)=-1, OB(NT)=YOU, "
2710 CLS
2720 REM------------ADD ON'S AFTER THEN------------------
2730 PRINT "0    ANYTHING NOT ON LIST"
2740 PRINT "1    OBJECT DISAPPEARS" : D$(1) = "OB(" + STR$(NT) +
   ")=0"
2750 PRINT "2    OBJECT TO INV" : D$(2) = "OB(" + STR$(NT) + ")=
  -1"
2760 PRINT "3    LEAVE OBJECT IN ROOM" : D$(3) = "OB(" + STR$(NT
  ) + ")=YOU"
2770 PRINT "4    SET FLAG"
2780 PRINT "5    RESET FLAG"
2790 PRINT "6    NEW OBJECT TO ROOM" : D$(6) = "OB("
2800 PRINT "7    PRINT" : D$(7) = "PRINT"
2810 PRINT "8    TO OPEN OR CLOSE A PASSAGE"
2820 PRINT LIN$(X)
2830 INPUT "TO END WITH"; A
2840 IF A > 3 THEN 2910
2850 FOR QQ = 1 TO NO : PRINT QQ; OB$(QQ), : NEXT
2860 PRINT : INPUT "OBJECT TO CHANGE------"; OT
2870 IF A = 1 THEN D$(1) = "OB(" + STR$(OT) + ")=0"
2880 IF A = 2 THEN D$(2) = "OB(" + STR$(OT) + ")=-1"
2890 IF A = 3 THEN D$(3) = "OB(" + STR$(OT) + ")=YOU"
2900 GOTO 3110
2910 IF A <> 8 THEN 2930
2920 GOTO 2960
2930 IF A = 0 THEN 3100
2940 IF A <> 7 THEN 3040
2950 CLS : INPUT "TO PRINT WHAT"; A$ : GOTO 3020
2960 CLS : FOR IQ = 1 TO NR : PRINT IQ; ROOM$(IQ), : NEXT
2970 INPUT " WHAT ROOM-------"; R
2980 INPUT "TO OPEN PASSAGE TYPE ROOM NUMBER PASSAGE IS TO GO TO
  , TO CLOSE TYPE 0"; O
2990 INPUT "WHAT DIRECTION N,S,E,W  1,2,3,4"; D
3000 LIN$(X) = LIN$(X) + "D(" + STR$(R) + "," + STR$(D) + ")=" +
   STR$(O)
3010 GOTO 3120
3020 LIN$(X) = LIN$(X) + D$(7) + CHR$(34) + A$ + CHR$(34)
3030 GOTO 3120
3040 IF A = 4 OR A = 5 THEN 3630
3050 IF A <> 6 THEN 3110
3060 CLS : FOR QQ = 1 TO NO : PRINT QQ; OB$(QQ), : NEXT
3070 PRINT
3080 INPUT "OBJECT TO GO TO ROOM----"; NU
3090 D$(6) = D$(6) + STR$(NU) + ")=YOU"
3100 IF A = 0 THEN INPUT "OTHER THAN STRING INPUT"; A$ : LIN$(X)
   = LIN$(X) + A$ : GOTO 3120
3110 LIN$(X) = LIN$(X) + D$(A)
3120 PRINT "THE VERB IS  "; VERB$(N); : PRINT "THIS IS WHAT YOU
  HAVE SO FAR" : PRINT LIN$(X)
3130 PRINT "MORE  Y/N"
3140 A$ = INKEY$ : IF A$ <> "Y" AND A$ <> "N" THEN 3140
3150 IF A$ = "Y" THEN LIN$(X) = LIN$(X) + ":" : GOTO 2710
3151 LIN$(X) = LIN$(X) + ":C=C+1"
```

```
3160 PRINT# 1, LIN$(X) : LIN = LIN + 1
3170 CLS : PRINT "MORE ON SAME VERB    Y/N"
3180 A$ = INKEY$ : IF A$ <> "Y" AND A$ <> "N" THEN 3180
3190 IF A$ = "Y" THEN 2430
3191 LIN$(X) = STR$(LIN) + "IF C=0THEN PRINT" + CHR$(34) + "I DO
  N'T UNDERSTAND" + CHR$(34)
3192 PRINT# 1, LIN$(X) : LIN = LIN + 1
3200 LIN$(X) = STR$(LIN) + "GOTO" + STR$(L2)
3210 PRINT# 1, LIN$(X) : LIN = LIN + 1
3220 NEXT
3230 GOTO 3740
3240 REM------------ADD ON'S BEFORE THEN-----------------
3250 CLS
3260 PRINT : PRINT LIN$(X)
3270 PRINT : PRINT : PRINT "DO YOU WANT TO ADD ON
A   FOR   'AND'
O   FOR   'OR'"
3280 A$ = INKEY$ : IF A$ <> "A" AND A$ <> "O" THEN 3280
3290 IF A$ = "A" THEN LIN$(X) = LIN$(X) + "AND" : ELSE : LIN$(X)
   = LIN$(X) + "OR"
3300 PRINT "1   IF OBJECT IN ROOM"
3310 PRINT "2   IF OBJECT IN ROOM OR IN INV"
3320 PRINT "3   IF FLAG IS SET" : D$(3) = "(FLAG("
3330 PRINT "4   FOR RANDOM FACTOR"
3340 PRINT "5   OBJECT NOT IN ROOM"
3350 PRINT "6   IF ROOM=N"
3360 INPUT "TO ADD WHAT"; A
3370 IF A <> 6 THEN 3410
3380 FOR QQ = 1 TO NR : PRINT QQ; ROOM$(QQ), : NEXT
3390 PRINT : INPUT "WHAT ROOM------"; RT
3400 D$(A) = "(YOU=" + STR$(RT) + ")" : GOTO 3560
3410 IF A <> 4 THEN 3450
3420 INPUT "HOW MANY OUT OF 100 ARE TO BE BAD"; Q
3430 D$(A) = "(RND(100)>" + STR$(Q) + ")"
3440 GOTO 3560
3450 IF A <> 1 AND A <> 2 AND A <> 5 THEN 3550
3460 FOR QQ = 1 TO NO : PRINT QQ; OB$(QQ), : NEXT
3470 INPUT "OBJECT NUMBER-------"; OB
3480 IF A = 1 THEN 3540
3490 IF A = 5 THEN 3520
3500 D$(A) = "(OB(" + STR$(OB) + ")=YOU OR OB(" + STR$(OB) + ")=
  -1)"
3510 GOTO 3560
3520 D$(A) = "(OB(" + STR$(OB) + ")<>YOU)"
3530 GOTO 3560
3540 D$(A) = "(OB(" + STR$(OB) + ")=YOU)"
3550 IF A = 3 THEN 3580
3560 LIN$(X) = LIN$(X) + D$(A)
3570 GOTO 2590
3580 REM------------CHECK FLAG----------------------------
3590 FOR QQ = 1 TO F2 : PRINT "FLAG"; F2; "FOR"; F$(QQ) : NEXT
3600 INPUT " WHAT FLAG TO CHECK--------"; F
3610 D$(3) = D$(3) + STR$(F) + "))"
3620 GOTO 3560
```

```
3630 REM------------CREATE FLAG----------------------------
3640 FOR QQ = 1 TO F2 : PRINT QQ; F$(QQ), : NEXT
3650 PRINT "DO YOU WANT ANY OF THESE FLAGS"
3660 A$ = INKEY$ : IF A$ <> "Y" OR A$ <> "N" THEN 3660
3670 IF A$ = "N" THEN 3710
3680 INPUT "THE FLAG NUMBER-----"; F
3690 IF A = 4 THEN D$(4) = "F(" + STR$(F) + ")=1" : GOTO 3110
3700 IF A = 5 THEN D$(5) = "F(" + STR$(F) + ")=0)" : GOTO 3110
3710 F2 = F2 + 1
3720 INPUT "WHAT IS THE FLAG FOR-----"; F$(F2)
3730 CLS : GOTO 3640
3740 CLOSE
3750 CLS
```



Part Three

Eighteen BASIC Adventures

(to type in)

Program Editor's General Notes

Except where noted, most programs which follow have been spaced for clarity and will fit a 16K Level II TRS-80 if compressed. Further reduction in memory requirements may be required for certain programs to run on the Model III 16K systems. This is most easily accomplished by shortening instructions or print statements.

In the listings, lines which normally wrap around (extend beyond the first line to the second line) are indented two characters on the second and following lines.

Lines which are printed flush left in the listings without line numbers are created by pressing the down-arrow key on the Model I and III keyboard at the end of the preceding line.

Conversion to other computers is possible. It is suggested, however, that a copy of David Lien's *BASIC Handbook* be available for use during the conversion process.

Chapter One

Atlantean Odyssey

by Teri Li

About the author

Teri Li is a fulltime programmer for Instant Software, Incorporated, of Peterborough, New Hampshire, a division of Wayne Greene, Incorporated, which publishes *80-Microcomputing* magazine. Raised in Tucson, Arizona, Teri is a highly accomplished technical writer in the microcomputer field. His material has been published in every major magazine in the industry.

His prowess as an adventure writer is evident in both *Odyssey* and *Dutchman's Gold*. Dutchman and Odyssey join *Spider Mountain*, which was co-plotted by this writer.

Odyssey is the only graphics adventure in this book, although the full graphics module is a World of Adventure Company exclusive. The text version is available in machine code, offered by the International Association of Programmers.

Teri's future plans leave room for additional adventures, including a collaboration on an epic. His goal is to become a self-sustaining professional writer.

The listings of this program are presented in three modules. Modules one and three require a minimum of 32K of RAM to run either under tape or disk. They have been spaced for clarity. They can be combined as indicated in the text but must be compressed to fit into a 48K RAM system.

Module two requires 48K of RAM under disk or tape to run, and must not be spaced beyond that presented in the listing.

About the program

Atlantean Odyssey was originally written as an exercise in linear programming, a prelude to learning machine language programming. Because

of this, its structure is rather unusual for a BASIC program. No attempt was made to make use of the special features of BASIC (i.e., IF THEN ELSE, VARPTR, etc.), and associated programming techniques that work well in BASIC but are difficult for the beginner to implement in machine language.

This is most obvious in the graphics portions of the program, which are composed entirely of POKE statements. These POKE statements follow closely what actually has to be done to produce graphics in machine language, i.e., an address followed by value to be loaded into it. As a side effect this is practically the only graphics game on the market which is readily adaptable to being printed in a book.

The program is organized with the data required for the program located first (BASIC is more efficient if the data statements are last). This is followed by the graphics used in Atlantean Odyssey again, for the same reason. The actual programming code starts at line 15010 and continues to line 20010. Lines 15000 - 15400 are used to decide what the display looks like and what location related messages will be printed (i.e., which doors are open or closed, if the lamp is on or off, what you see, etc.). Lines 15420 - 15460 check the player's response for immediate legality (one letter, one word, or multiple word response). From line 15640 on, the remark statements are more than adequate for an explanation of what is happening.

Linear programming is also the easiest to understand, since everything is organized more or less in a straight line with jumps passing over anything not needed for the immediate purpose.

Another side effect is that there are loop errors. In most BASICs, if you jump out of the middle of a FOR ... NEXT loop without completing it, you leave a byte on the stack which BASIC maintains for loops. If you do this too many times, the program will bomb. Fortunately, for Atlantean Odyssey, this is easily fixed by the use of the ONERROR GOTO statement. Radio Shack BASIC allows the use of RESUME NEXT which will continue the program. If your computer crashes in a FOR ... NEXT loop with the error NF (NEXT without FOR) then you should add the error trap routine.

Atlantean Odyssey is presented in this book as three separate modules. The first module is the BASIC program itself, without any graphics capabilities. It requires approximately 20K RAM in which to run, although it actually resides in only 16K RAM. Additionally, as you are typing it in, you will notice several lines which contain the REM command followed by BASIC code. These lines are needed for the implementation of graphics into the game. If you are going to use the graphics, then the following code may be left out of the listing.

The second program listing is complete with graphics and requires 48K RAM. However, once you begin to enter the graphics you will see that you can cut down on the space needed by using compressed graphics PRINT statements (this is most easily done by using a simple PEEK-POKE program to scan the memory for the physical memory spot occupied by the PRINT statement and POKE the appropriate graphics code into it). An additional 4K to 5K RAM savings can be acquired by using a compression program to remove unwanted remark statements and combine single statement lines into multiple statement lines.

The third program module is the graphics portion only. If you want to try out the graphics coding you will need to add three lines to the coding to test the graphics before you try the game itself (this way you can safely step through all the graphics available and correct any errors without having to worry about your game being interrupted by graphics errors). These lines are:

```
1031 DIM DOO(11,2)
1033 CLS
1035 PRINT@896,"LOCATION";:INPUTA
1060 GOTO1035
```

```
10 CLS : PRINT@ 0, "WELCOME TO GRAPHIC-ADVENTURE # 1, WORLD COPY
  RIGHT (C) 1979
BY TERRY KEPNER
ALL RIGHTS RESERVED"
20 PRINT "YOU ARE ABOUT TO TAKE PART IN A FANTASTIC ADVENTURE TH
  ROUGH THE
MAGIC OF COMPUTER-SIMULATION ROLE PLAYING.  YOU WILL BE ABLE TO
  EXPERIENCE AND REACT TO YOUR SURROUNDING ENVIRONMENT WITH THE"

30 PRINT "AID OF AN ANDROID. IT WILL RESPOND TO YOUR COMMANDS AN
  D RELAY TOYOU ALL THAT IT EXPERIENCES, INCLUDING WHAT IT SEES.
   SINCE IT ISA CHEAP MODEL,ITS EYES (MINI-CAMERAS) ARE NOT VERY
   SHARP, SO YOU";
40 PRINT "MAY HAVE TO EXAMINE THINGS IN ORDER TO DETERMINE JUST
  WHAT THEY REALLY ARE. SINCE THE ANDROID HAS A LIMITED VOCABULA
  RY (ABOUT 70";
45 PRINT "VERBS AND OVER 100 NOUNS), IT CAN UNDERSTAND ONLY TWO
  WORD SEN- TENCES.  IF ONE SENTENCE DOESN'T WORK TRY ANOTHER."
50 PRINT "SOME VERBS IT KNOWS ARE: GO, GET, DROP, HELP, INVENTOR
  Y, SCORE, AND UNWEAR.";
60 CLEAR 255 : DEFSTR C, M - Q
70 IN = 1 : S1 = 2 : A1 = 50 : F = 0 : W = 175 : T = 0 : B1 = 0
  : A = 1
90 DIM COMND(62), OBJET(39, 3), DOO(11, 2), N(32, 9)
110 DATA HIN, NOR, SOU, EAS, WES, UP, DOW, QUI, SAV, SCO, HEL, I
  NV, LIS, CLI, DIG, JUM, SWI, GO , WAL, ENT, EXI, RUN, CRA
120 DATA EXA, SEA, LOO, REA, GET, TAK, PIC, MOV, GRA, UNL, DRO,
  PUT, PLA, GIV, TRA, SET, LOA, THR, TOS, OPE, CLO
130 DATA BUR, LIG, PUS, PUL, SHO, BRE, HIT, KIC, ATT, LOC, SAY,
  CAT, CHA, FOL, EAT, SWA, DRI, WEA, UNW
140 DATA TRIDENT, TRI, , "13  ", KNAPSACK, KNA, 11, "01IT'S AN O
  LD CANVAS HIKER'S BAG.", PILE OF DEBRIS, DEB, 28, "12  ", CLOT
  H DRAPES, DRA, 14, "03THEY APPEAR TO BE MADE OF SILK."
150 DATA PAPER ON COUNTER, PAP, 13, "04THERE'S WRITING ON IT.",
  LAMP, LAM, -9, "05IT'S A WATERPROOF LIGHT.", FLASHLIGHT, FLA,
  -2, "06IT'S A METAL FLASHLIGHT."
160 DATA JETSAM, JET, 5, "00JUST SEAWEEDS, SHELLS, AND FOAM.", D
  ECAYED BOX, BOX, 4, "11AN OLD, OLD WOODEN BOX.", BOOKS, BOO, 1
  7, "07VERY, VERY OLD BOOKS, MAYBE THEY'RE VALUABLE."
170 DATA CLOTH MATERIAL, MAT, 23, "08IT LOOKS LIKE VELVET.", AIR
   TANKS, TAN, 13
175 DATA "00STRANGE, ACCORDING TO THE LABELS THEY'RE TWO-25 TURN
   AIR TANKS.", PILLOW, PIL, 15, "00A VERY FADED, MUSTY SMELLING
   PILLOW."
180 DATA SCUBA GEAR, SCU, 11, "00I SEE A COMPLETE OUTFIT -- WETS
  UIT, TANKS WITH AIR GAUGE.", SPEARGUN, SPE, 11
185 DATA "09IT'S A TWO SHOT SPEARGUN.", GAUGE, GAU, , "10IT SAYS
   THAT THERE'S ENOUGH AIR FOR ..."
190 DATA *CRYSTAL PYRAMID*, PYR, 7, "00IT LOOKS LIKE GLASS.", *
  CYLINDER *, CYL, -4, "00THERE'S A SLOT CUT IN ONE END."
200 DATA * MEDALLION *, MED, -6, "00A FLAT HEXAGONAL METAL PIECE
   WITH FOUR STONES IN IT; A RUBY,
A SAPPHIRE, AND A BLUE DIAMOND, PLACED AROUND A GREEN OPAL.", *G
  OLD DOLPHIN*, DOL, -23, "00IT LOOKS LIKE SOLID GOLD."
```

```
210 DATA * COIN *, COI, -28, "00A GENUINE ATLANTEAN COIN!", * BL
  ACK PEARLS *, PEA, -14, "00VERY RARE, VERY VALUABLE PEARLS."
220 DATA METAL PLATE, MET, 26, "00THERE'S A ROUND HOLE IN IT.",
  ROCKS, ROC, 9, 15, RUBY, RUB, , "13", SAPPHIRE, SAP, , "13", B
  LUE DIAMOND, DIA, , "13", GREEN OPAL, OPA, , "13"
230 DATA SEAWATER, SEA, 30, "32IT'S BIG AND SALTY", SHARK, SHA,
  30, "32IT'S A GREAT WHITE, AND HE'S SEEN ME.", KELP, KEL, 30
235 DATA "32THERE MUST BE MILES OF THIS GARBAGE.", FISH, FIS, 21
  , "29THERE'S ALL KINDS AROUND HERE."
240 DATA HALLWAY, HAL, 3, "04IT'S SORTA DARK, I CAN'T SEE MUCH."
  , WALL, WAL, , , FLOOR, FLO, , , GROUND, GRO, , , SAND, SAN, 5

245 DATA "08THERE MUST BE TON'S OF IT HERE.", COLUMNS, COL, 7, "
  19VERY ORNATE, BUT NOTHING SPECIAL."
250 DATA BUILDINGS, BUI, 18, "27THEY SEEM TO GO ON FOR MILES.",
  DOOR, DOO, ,
260 DATA -1, , 1, 2, , , 13, 1, 1, 14, , 1, , , 1, 18, , , 21, 1
  , 1, 22, , , 24, , , 26, 1, 1, 29, , , -23, ,
270 DATA IN A SEA GROTTO, WALLS, " S   ", 2, 9, , , , , 1
280 DATA IN A SMALL CHAMBER, DOOR. WALLS., "E      ", 1, , , , , ,
   21, 1
290 DATA IN A SMALL ROCK ROOM, CRACK IN WALL. HALLWAY, " N    ",
   10, 4, , , , , 1
300 DATA IN ANOTHER ROOM, HALLWAY, "S     ", 3, , , , , , 14, 1
310 DATA ON THE BEACH OF A SOUTH SEA ISLAND, "ROAD. OCEAN. SAILB
  OAT.", "ES    ", 6, 32, 11, , 19, , 1
320 DATA IN A JUNGLE CLEARING, "ROAD, VERY OLD. TEMPLE.", "W
   ", 5, 7, , , , , 2
330 DATA INSIDE AN ORNATE TEMPLE, ENTRANCE. WALLS., "W     ", 6,
   , , , , , , 1
340 DATA AT THE GATES OF HERCULES, OCEAN. SEA CAVE. PATH UP CLIF
  F., "ENW   ", 31, 9, 10, , , , 3
350 DATA IN A SEA CAVE, , "NS    ", 1, 8, , , , , 1
360 DATA AT THE TOP OF A CLIFF, PATH. CRACK IN CLIFF., "D     ",
   8, 3, , , , , 4
370 DATA ON A SAILBOAT, SHORE, , 5, , , , , , 5
380 DATA ON A DOCK IN HAWAII, PAWNSHOP. SAIL- BOAT., "N      ",
  13, 11, , , , , 4
390 DATA IN A PAWNSHOP, DOOR. COUNTER., "   S  ", , 13, , 12, ,
  , 8
400 DATA IN A PALATIAL ROOM, DOOR. BED. BALCONY., "  N   ", 17,
  15, 16, , , , 1
410 DATA IN BED, , , 14, , , , , , , 6
420 DATA ON A BALCONY, BALCONY RAIL., " S    ", , 14, , , , , 4
430 DATA IN AN OLD DUSTY LIBRARY, HALLWAY., "W     ", 14, , , ,
  , 5, 1
440 DATA IN A GIGANTIC UNDERWATER CITY, DOOR. SMALL PLAZA. BUILD
  INGS., "SNEWU ", 26, 28, 29, 27, 30, , 0
450 DATA IN A TEMPLE 100 FT. UNDERWATER, WALLS, "  U   ", , , 32
  , , , 8, 3
460 DATA IN DAVY JONES LOCKER, NOTHING, , 20, 20, 20, 20, 20, 20
  , 0
470 DATA "IN A SMALL ROOM, UNDERWATER!", DOOR. WALLS., , 22, , ,
   , , 32, 1
```

```
480 DATA IN A LARGE HALL, DOOR. ALCOVE. COLONADE., "SNE   ", 21,
   23, 24, , , , 1
490 DATA IN FRONT OF A LARGE WALL SCULPTURE, , " NSE  ", 25, 22,
   22, 22, , , 7
500 DATA IN AN ANTE-CHAMBER, DOOR., "WE    ", 22, 22, , , , , 1
510 DATA IN A NARROW PASSAGE, , "SN    ", 23, 26, , , , , 4
520 DATA IN FRONT OF A DOOR, DOOR., " S    ", 18, 25, , , , , 8
530 DATA LOST IN AN UNDERWATER CITY, BUILDINGS., NSEWU , 27, 27,
   27, 27, 30, , 0
540 DATA IN A SMALL PLAZA, STREET. BUILDING., "ENU   ", 18, 29,
  30, , , , 1
550 DATA IN A BUILDING, DOOR. WINDOW., , 27, 28, , , , , 1
560 DATA IN THE ATLANTIC OCEAN, , "NSEWD ", 30, 30, 30, 30, 18,
  , 1
570 DATA IN THE MEDITTERANEAN OCEAN, , "NSEW  ", 31, 31, 31, 8,
  , , 1
580 DATA IN THE PACIFIC OCEAN, , "NSEWD ", 5, 32, 32, 32, 19, ,
  1
590 FOR I = 0 TO 62 : READ COMND(I) : NEXT
600 FOR I = 0 TO 39 : FOR J = 0 TO 3 : READ OBJET(I, J) : NEXT J

610 NEXT I
620 FOR I = 0 TO 11 : READ DOO(I, 0), DOO(I, 1), DOO(I, 2) : NEX
  T I
630 PRINT@ 970, "FREE HINT - WATCH THE FLOOR/GROUND";
640 FOR I = 1 TO 32 : FOR J = 0 TO 9 : READ N(I, J) : NEXT J : N
  EXT I
650 PRINT@ 960, CHR$(30);
660 PRINT@ 975, "PRESS ENTER TO BEGIN.";
670 IF INKEY$ = "" THEN 670
690 CLS : L = 5 : INPUT "DO YOU WANT TO CONTINUE A PREVIOUS GAME
  "; Q : IF LEFT$(Q, 1) = "Y" THEN GOSUB 16360
1000 GOTO 15010
1030 PRINT@ 0, CHR$(30) : PRINT : PRINT : PRINT : PRINT : PRINT
  : PRINT : PRINT : PRINT : PRINT@ 0, "I AM "N(L, 0)".";

1040 RETURN
4520 REM IFPOS(0)+LEN(OBJET(I,0))>12ANDJ<704THENJ=J+64:PRINT@J,O
  BJET(I,0);". ";:RETURN
4530 PRINT OBJET(I, 0); ". "; : RETURN
4550 PRINT N(L, 1); : RETURN
4620 PRINT@ J, M; : J = J + 64
4630 RETURN
4700 RETURN
4710 RETURN
4800 D1 = 0 : FOR I = 0 TO 11 : IF DOO(I, 0) <> L THEN 4820
4810 IF DOO(I, 2) = 1 THEN D1 = 1
4820 NEXT : RETURN
5000 IF B1 = 0 THEN B1 = 1 : RETURN
5010 IF B2 = 0 THEN B2 = 1 : RETURN
5020 IF B3 = 0 THEN B3 = 1 : RETURN
5030 IF B4 = 0 THEN B4 = 1 : RETURN
5040 IF B5 = 0 THEN B5 = 1 : RETURN
15000 REM
```

```
15010 IF L2 = 1 THEN W = W - 1 : IF W < 0 THEN L2 = 0
15020 IF L > 18 THEN F = 1 : IF L2 = 1 AND W < 10 PRINT "THE LAM
  P'S BATTERIES ARE ALMOST DEAD." : IF W < 4 THEN PRINT "HEY, I
  DON'T NEED A LIGHT, THE WATER IS PHOSPHORESCENT!"
15030 Z1 = Z1 + 1
15040 IF OBJET(13, 2) = "-3" THEN A1 = A1 - 1
15050 IF L > 4 THEN 15090
15060 IF L2 = 1 AND OBJET(5, 2) = "-1" THEN 15090
15070 PRINT "IT'S TOO DARK TO SEE!"
15080 GOTO 15420
15090 IF L > 17 AND L < 31 THEN 15130
15100 IF T < 1 THEN OBJET(24, 2) = "" : GOTO 15170
15110 T = T - 1
15120 GOTO 15170
15130 IF OBJET(24, 2) = "-4" THEN GOTO 15170
15140 IF OBJET(13, 2) = "-3" AND A1 > 0 THEN GOTO 15170
15150 PRINT@ 960, "I'M UNDERWATER!  I CAN'T BREATHE!"
15160 L = 20
15170 GOSUB 1030
15171 PRINT@ 64, "I CAN RECOGNIZE:";
15172 PRINT@ 128, "";
15180 J = 128 : FOR I = 0 TO 23 : IF VAL(OBJET(I, 2)) = L THEN G
  OSUB 4520
15190 NEXT I
15200 FOR I = 28 TO 31 : IF VAL(OBJECT(I, 2)) <= L AND VAL(OBJEC
  T(I, 3)) >= L THEN GOSUB 4520
15210 NEXT I
15220 FOR I = 36 TO 37 : IF VAL(OBJET(I, 2)) = L OR VAL(OBJET(I,
   3)) = L THEN GOSUB 4520
15230 NEXT I
15240 FOR I = 0 TO 11
15250 IF DOO(I, 0) <> L THEN 15280
15255 IF L = 1 THEN GOSUB 4700
15260 IF DOO(I, 2) = 1 THEN PRINT "CLOSED "; : GOTO 15280
15270 PRINT "OPEN ";
15280 NEXT
15285 REM  IFPOS(0)+LEN(N(L,1))>15THENJ=J+64:PRINT@J,"";
15290 REM  IFLEN(N(L,1))>15ANDJ<704THENGOSUB4550:GOTO15300
15295 PRINT N(L, 1);
15300 IF N(L, 2) = "" THEN 15420
15305 REM   J=J+64:IFJ<704 THENPRINT@J,"";
15310 PRINT : PRINT "OBVIOUS EXITS -";
15315 REM   J=J+64:IFJ<704THENPRINT@J,"";
15320 X1 = 0 : FOR I = 1 TO 6
15330 M = MID$(N(L, 2), I, 1)
15340 IF M = "N" THEN PRINT "NOR "; : X1 = X1 + 1
15350 IF M = "S" THEN PRINT "SOU "; : X1 = X1 + 1
15360 IF M = "E" THEN PRINT "EAS "; : X1 = X1 + 1
15370 IF M = "W" THEN PRINT "WES "; : X1 = X1 + 1
15380 IF M = "U" THEN PRINT "UP "; : X1 = X1 + 1
15390 IF M = "D" THEN PRINT "DOW "; : X1 = X1 + 1
15395 REM   IFX1>3THENJ=J+64:IFJ<704THENPRINT@J,"";
15400 NEXT
15420 PRINT@ 960, "WHAT DO I DO NOW";
```

```
15430 INPUT Q
15440 IF A1 < 15 AND OBJET(13, 2) = "-3" THEN IF RND(3) < 3 THEN
   PRINT "I'M RUNNING LOW ON AIR"
15450 IF Q <> "SET SAIL" OR L <> 11 THEN 15500
15460 IF N(11, 3) = "5" THEN N(11, 3) = "12" : GOTO 15480
15470 N(11, 3) = "5"
15480 PRINT "AFTER THREE FUN DAYS AT SEA..."
15490 GOTO 15000
15500 IF Q <> "GET UP" OR L <> 15 THEN 15520
15510 L = 14 : GOTO 19560
15520 X1 = LEN(Q)
15530 IF X1 > 2 THEN 15570
15540 IF X1 = 1 THEN 16040
15550 PRINT "WHAT?"
15560 GOTO 15000
15570 FOR X2 = 3 TO X1
15580 M1 = MID$(Q, X2, 1)
15590 IF M1 = CHR$(32) THEN 15620
15600 NEXT X2
15610 X2 = X1
15620 M1 = LEFT$(Q, 3)
15630 IF X2 <> X1 AND X2 + 3 > X1 THEN 19520
15640 REM  *** FIND COMMAND ***
15650 FOR I = 0 TO 62
15660 IF M1 = COMND(I) THEN 15710
15670 NEXT I
15680 IF X2 = X1 THEN 19520
15690 GOTO 19550
15700 REM *** WAS IT A DIRECTION? ***
15710 IF I < 7 THEN J = I : GOTO 15960
15720 REM  *** ONE WORD COMMANDS ***
15730 IF I < 17 THEN 16200
15740 M1 = MID$(Q, X2 + 1, 3)
15750 IF I < 23 THEN 15820
15760 REM  *** FIND OBJECT MATCH ***
15770 FOR J = 0 TO 39
15780 IF M1 = OBJET(J, 1) THEN 17270
15790 NEXT
15800 J = 0
15810 REM *** EXITS POSSIBLE ***
15820 IF N(L, 1) = "" THEN 15960
15830 Z = 1
15840 A = Z
15850 X1 = LEN(N(L, 1))
15860 FOR X2 = 5 TO X1
15870 IF MID$(N(L, 1), X2, 1) <> CHR$(46) AND X2 <> X1 THEN 1592
  0
15880 M = MID$(N(L, 1), Z, 3)
15890 IF M = M1 THEN X1 = A : GOTO 16090
15900 Z = X2 + 2
15910 A = A + 1
15920 NEXT X2
15930 IF I > 26 THEN 17900
15940 IF I > 22 THEN 19550
```

```
15950 REM *** COMPASS DIRECTIONS - THREE LETTER ***
15960 FOR I = 1 TO 6
15970 IF M1 = COMND(I) THEN 16040
15980 NEXT
15990 IF J <> 0 THEN 19540
16000 IF M1 <> COMND(0) THEN 19530
16010 IF Z1 < 30 PRINT "IT'S TOO SOON TO BE ASKING FOR HINTS!!"
  : GOTO 15000
16020 GOTO 19830
16030 REM *** COMPASS DIRECTIONS - ONE LETTER ***
16040 FOR X1 = 1 TO 6
16050 M = MID$(N(L, 2), X1, 1)
16060 IF M = Q OR M = LEFT$(M1, 1) THEN 16090
16070 NEXT
16080 GOTO 19540
16090 L1 = VAL(N(L, X1 + 2))
16100 IF I > 25 THEN A = 0 : GOTO 17900
16110 IF I > 22 THEN 19530
16120 IF M <> "DOO" THEN 16170
16130 FOR I1 = 0 TO 11 : IF DOO(I1, 0) <> L THEN 16160
16140 IF DOO(I1, 1) = 1 THEN 19760
16150 IF DOO(I1, 2) = 1 THEN 19770
16160 NEXT I1
16170 IF L1 <> 0 THEN L = L1 : GOTO 19560
16180 GOTO 19550
16190 REM *** ONE WORD COMMANDS ***
16200 ON I - 7 GOSUB 16310, 16430, 16620, 16740, 16950, 16980, 1
  7090, 17180, 17210
16210 IF I <> 7 THEN 15000
16220 REM *** QUIT ***
16230 PRINT "OK"
16240 GOSUB 16440
16250 PRINT "DO YOU WANT TO PLAY ANOTHER GAME";
16260 INPUT Q
16270 IF LEFT$(Q, 1) = "Y" THEN RUN
16280 IF LEFT$(Q, 1) <> "N" THEN 16250
16290 NEW
16300 REM *** SAVE GAME ***
16310 INPUT "IS THE TAPE PLAYER READY"; Q
16320 IF Q <> "Y" THEN PRINT "NO SAVE PERFORMED." : RETURN
16330 PRINT#-1, A1, B, D, F, H1, IM, IN, L, L2, L3, S, S1, T, T1
  , W, Z1
16340 FOR I = 0 TO 21 : PRINT#-1, OBJET(I, 0), OBJET(I, 1), OBJE
  T(I, 2), OBJET(I, 3) : NEXT
16350 FOR I = 0 TO 11 : PRINT#-1, DOO(I, 0), DOO(I, 1), DOO(I, 2
  ) : NEXT : RETURN
16360 INPUT "PRESS ENTER WHEN THE TAPE RECORDER IS READY. READY"
  ; Q
16370 IF LEFT$(Q, 1) <> "Y" THEN RETURN
16380 INPUT#-1, A1, B, D, F, H1, IM, IN, L, L2, L3. S, S1, T, T1
  , W, Z1
16390 FOR I = 0 TO 21 : INPUT#-1, OBJET(I, 0), OBJET(I, 1), OBJE
  T(I, 2), CHR$(34); OBJET(I, 3); CHR$(34) : NEXT
16400 FOR I = 0 TO 11 : INPUT#-1, DOO(I, 0), DOO(I, 1), DOO(I, 2
  ) : NEXT
```

```
16410 RETURN
16420 REM *** SCORING ***
16430 IF L <> 13 THEN 19570
16440 Z = 0 : FOR I = 16 TO 21
16450 J = VAL(OBJET(I, 2))
16460 IF J = L OR J = - 1 THEN Z = Z + 1
16470 NEXT
16480 PRINT "I HAVE"Z"TREASURES, TOTALING"Z/6 * 100"%"
16490 IF Z = 6 THEN 16510
16500 GOTO 19580
16510 PRINT : IF S > 0 THEN PRINT "SINCE YOU HAD TO USE THE SAVE
   ROUTINE" : GOTO 19800
16520 IF H1 > 0 THEN PRINT "SINCE YOU HAD TO USE THE HINTS..." :
   GOTO 19800
16530 IF D > 0 THEN PRINT "IF YOU HADN'T KILLED YOUR ANDROID, YO
  U WOULD HAVE RATED..."
16540 IF Z1 < 95 THEN PRINT "A PROFESSIONAL"
16550 IF Z1 > 94 AND Z1 < 120 THEN PRINT "AN EXPERT"
16560 IF Z1 > 119 AND Z1 < 200 THEN PRINT "A VERY GOOD"
16570 IF Z1 > 199 AND Z1 < 300 THEN 19800
16580 IF Z1 > 299 THEN PRINT "A NOVICE"
16590 PRINT "ADVENTURER, FINISHED IN"Z1"MOVES."
16600 GOTO 16250
16610 REM *** HELP **
16620 J = VAL(N(L, 9))
16630 ON J GOTO 16640, 16650, 16660, 16670, 16680, 16690, 16700,
   16710, 16720
16640 PRINT "TRY EXAMINING THINGS." : RETURN
16650 PRINT "TRY DIGGING." : RETURN
16660 PRINT "TRY PUSHING ONE OF THE MEDALLION'S JEWELS." : RETUR
  N
16670 PRINT "DON'T STOP HERE." : RETURN
16680 PRINT "TRY 'SET SAIL'" : RETURN
16690 PRINT "WELL, GET UP, LAZY!" : RETURN
16700 PRINT "DO YOU HAVE THE CYLINDER?" : RETURN
16710 PRINT "TRY 'TRADE TANKS'." : RETURN
16720 PRINT "PUSH THE MEDALLION'S DIAMOND." : RETURN
16730 REM *** INVENTORY ***
16740 PRINT "I HAVE :";
16750 IF OBJET(13, 2) = "-3" THEN PRINT "THE SCUBA GEAR, WHICH I
  'M WEARING."
16760 IF IM > 0 THEN 16780
16770 PRINT "NOTHING!" : RETURN
16780 FOR I = 0 TO 21
16790 IF I = 1 THEN 16830
16800 IF VAL(OBJET(I, 2)) <> - 1 THEN 16830
16810 IF (L2 = 1 AND I = 5) OR (L3 = 1 AND I = 6 AND F = 0) THEN
   PRINT "LIT ";
16820 PRINT OBJET(I, 0)". ";
16830 NEXT
16840 IF VAL(OBJET(1, 2)) <> - 1 THEN PRINT : RETURN
16850 PRINT : PRINT "THE "; OBJET(1, 0)", WHICH CONTAINS";
16860 IF IN = 0 THEN PRINT " : NOTHING !" : RETURN
16870 PRINT " : ";
```

```
16880 FOR I = 0 TO 21
16890 IF I = 1 THEN 16910
16900 IF VAL(OBJET(I, 2)) = - 2 THEN PRINT OBJET(I, 0)". ";
16910 NEXT
16920 PRINT
16930 RETURN
16940 REM *** LISTEN ***
16950 PRINT "I CAN HEAR NOTHING UNUSUAL."
16960 RETURN
16970 REM *** CLIMB ***
16980 IF L = 8 OR L = 10 THEN IF RND(10) < 2 THEN 17030
16990 IF L = 8 THEN L = 10 : RETURN
17000 IF L = 10 THEN L = 8 : RETURN
17010 IF L <> 16 THEN 17060
17020 GOSUB 19590
17030 PRINT "OH NO... I'M SLIPPING";
17040 FOR I = 1 TO 100 : NEXT
17050 GOTO 17190
17060 PRINT "CLIMB WHAT?"
17070 RETURN
17080 REM *** DIG ***
17090 IF L > 11 THEN PRINT "ARE YOU KIDDING? I CAN'T DO THAT HER
  E." : RETURN
17100 IF L <> 6 THEN PRINT "OUCH,  HURT MY HANDS ON ROCKS!" : GO
  TO 17150
17110 IF VAL(OBJET(18, 2)) <> - 6 THEN 17150
17120 PRINT "BOY, IS THE GROUND SOFT HERE.
HEY!  I FOUND SOMETHING!"
17130 OBJET(18, 2) = "6"
17140 RETURN
17150 PRINT "THERE'S NOTHING HERE."
17160 RETURN
17170 REM *** JUMP ***
17180 IF L <> 10 AND L <> 16 THEN 19590
17190 PRINT "I FELL 150 FEET TO THE ROCKS BELOW,
I'M DEAD."
17200 GOTO 16250
17210 REM *** SWIM ***
17220 IF L < 18 THEN 19600
17230 IF X1 = X2 THEN 19610
17240 GOTO 15770
17250 GOTO 19610
17260 REM *** EXAMINE ***
17270 IF I > 26 THEN 17900
17280 IF J = 0 THEN 15550
17290 X1 = VAL(OBJET(J, 3))
17300 X2 = VAL(OBJET(J, 2))
17310 IF J > 23 THEN 17660
17320 IF J = 15 AND (OBJET(13, 2) = "-1" OR OBJET(13, 2) = "-3")
   THEN 17340
17330 IF L <> X2 AND X2 <> - 1 AND X2 <> - 2 THEN 19640
17340 IF LEN(OBJET(J, 3)) = 2 THEN 17360
17350 PRINT RIGHT$(OBJET(J, 3), LEN(OBJET(J, 3)) - 2)
17360 IF X1 = 0 THEN 15000
```

```
17370 ON X1 GOSUB 17390, 17410, 17420, 17440, 17460, 17470, 1749
  0, 17510, 17530, 17560, 17570, 17590, 17610, 17620, 17630
17380 GOTO 15000
17390 IF IN > 0 THEN PRINT "AND THERE'S SOMETHING IN IT." : RETU
  RN
17400 RETURN
17410 GOTO 19630
17420 IF VAL(OBJET(21, 2)) = - 14 THEN PRINT "AND THEY'RE HELD B
  ACK BY A STRING OF "OBJET(21, 0)"." : OBJET(21, 2) = "14"
17430 RETURN
17440 IF I = 26 THEN PRINT "AND IT SAYS  'BRING TREASURES HERE.
   SAY <SCORE>.'
17450 RETURN
17460 PRINT "AN ODD BATTERY INDICATOR, IT SHOWS 'GOOD FOR"W" MOV
  ES'." : RETURN
17470 IF F = 0 THEN PRINT "AND THE BATTERY IS GOOD." : RETURN
17480 PRINT "BUT THE WATER RUSTED IT UP." : RETURN
17490 IF B1 = 1 THEN PRINT "BUT THEY'RE CRUMBLING AWAY."
17500 RETURN
17510 IF VAL(OBJET(19, 2)) = - 23 THEN PRINT "THERE'S SOMETHING
  UNDER IT!" : OBJET(19, 2) = "23"
17520 RETURN
17530 IF S1 = 0 THEN PRINT "BUT THERE AREN'T ANY TRIDENTS LEFT."
   : RETURN
17540 PRINT "IT'S LOADED WITH"S1; : IF S1 = 1 THEN PRINT " TRIDE
  NT." : RETURN
17550 PRINT " TRIDENTS." : RETURN
17560 PRINT A1" MOVES." : RETURN
17570 IF VAL(OBJET(17, 2)) = - 4 THEN PRINT "THERE'S SOMETHING I
  N IT." : OBJET(17, 2) = "4"
17580 RETURN
17590 IF VAL(OBJET(20, 2)) = - 28 THEN PRINT "I SEE SOMETHING."
  : OBJET(20, 2) = "28"
17600 RETURN
17610 GOTO 19650
17620 PRINT "IT'S BROKEN INTO PIECES." : RETURN
17630 IF VAL(OBJET(5, 2)) = - 9 THEN PRINT "THERE'S SOMETHING HE
  RE." : OBJET(5, 2) = "9"
17640 RETURN
17650 REM *** MULTIPLE LOCATION ITEMS ***
17660 IF J > 27 THEN 17690
17670 IF VAL(OBJET(18, 2)) <> - 1 THEN 19620
17680 GOTO 19530
17690 IF J > 32 THEN 17740
17700 IF L > X1 OR L < X2 THEN 19640
17710 X1 = L
17720 GOSUB 17850
17730 GOTO 15000
17740 ON J - 32 GOSUB 17760, 17830, 17830, 17850, 17850, 17850,
  17870
17750 GOTO 15000
17760 IF L = 1 THEN GOSUB 17820 : PRINT "AND THERE'S THE OUTLINE
   OF A DOOR AROUND HIM." : IF DOO(0, 0) = - 1 THEN DOO(0, 0) =
  1 : N(L, 1) = "DOOR. " + N(L, 1) : RETURN : ELSE RETURN
```

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17770 IF L = 7 THEN GOSUB 17820 : PRINT "HE'S UNDERWATER, AND TH
  E MEDALLION'S RUBY IS GLOWING!" : RETURN
17780 IF L = 19 THEN GOSUB 17820 : PRINT "THE OPAL IN IT APPEARS
   TO BE GLOWING!" : RETURN
17790 IF L = 21 THEN PRINT "THERE'S A PYRAMIDAL DEPRESSION IN TH
  E WALL." : RETURN
17800 IF L = 23 THEN GOSUB 17820 : PRINT "THE DIAMOND IN IT IS G
  LOWING." : RETURN
17810 GOTO 19630
17820 PRINT "I SEE A BASE RELIEF SCULPTURE OF A MAN WEARING A ME
  DALLION." : RETURN
17830 IF L = 2 OR L = 17 OR L = 19 OR L = 21 OR L = 24 OR L = 4
  THEN PRINT "THERE'S A HEXAGON PAINTED ON IT." : RETURN
17840 GOTO 19630
17850 IF L = X1 OR L = X2 THEN PRINT RIGHT$(OBJET(J, 3), LEN(OBJ
  ET(J, 3)) - 2) : RETURN
17860 GOTO 19660
17870 IF L = 1 OR L = 2 OR L = 13 OR L = 14 OR L = 15 OR L = 18
  OR L = 21 OR L = 23 OR L = 22 OR L = 24 OR L = 26 OR L = 29 TH
  EN GOTO 19650
17880 PRINT "WHAT DOOR?" : RETURN
17890 REM *** GET, TAKE, PICKUP, MOVE, GRAB, UNLOAD ***
17900 IF I > 31 THEN 18040
17910 IF A = 0 AND I > 26 AND I < 48 THEN 19680
17920 IF J > 21 THEN 19680
17930 IF J = 11 THEN PRINT "I CAN'T DO THAT, THAT'S STEALING!" :
   GOTO 15000
17940 IF J = 9 THEN IF B1 = 0 OR B2 = 0 OR B3 = 0 OR B4 = 0 OR B
  5 = 0 THEN PRINT "THEY JUST CRUMBLE TO DUST." : GOSUB 5000 : I
  F B5 = 0 THEN 15000 ELSE OBJET(9, 0) = "DUST" : OBJET(9, 1) =
  "DUS" : OBJET(9, 3) = "00ACHOOO!" : GOTO 15000
17950 X1 = VAL(OBJET(J, 2))
17960 IF X1 = - 1 THEN PRINT "I ALREADY HAVE IT." : GOTO 15000
17970 IF X1 <> L AND (X1 <> - 2 OR OBJET(1, 2) <> "-1") THEN 196
  20
17980 IF IM > 5 THEN 19670
17990 IM = IM + 1
18000 OBJET(J, 2) = "-1"
18010 IF X1 = - 2 THEN IN = IN - 1
18020 GOTO 19560
18030 REM *** UNLOCK, UNLOAD, UNLIGHT ***
18040 IF I <> 32 THEN 18170
18050 IF J = 5 THEN L2 = 0 : GOTO 19560
18060 IF J = 6 THEN L3 = 0 : GOTO 19560
18070 IF J <> 38 THEN 19550
18080 FOR X2 = 0 TO 11
18090 IF DOO(X2, 0) <> L THEN 18140
18100 IF DOO(X2, 1) = 0 THEN PRINT "IT'S ALREADY UNLOCKED." : RE
  TURN
18110 IF OBJET(16, 2) = "-3" THEN DOO(6, 1) = 0
18120 IF OBJET(17, 2) = "-3" THEN DOO(9, 1) = 0
18130 GOTO 19810
18140 NEXT
18150 GOTO 19700
```

```
18160 REM *** DROP, PUT, PLACE, GIVE, TRADE, SET, LOAD, THROW, T
  OSS ***
18170 IF I > 41 THEN 18530
18180 IF J > 39 THEN 19540
18190 X1 = VAL(OBJET(J, 2))
18200 IF X1 <> - 1 AND J <> 11 THEN 19690
18210 IF I <> 39 THEN 18300
18220 IF J <> 14 THEN 19520
18230 INPUT "WITH WHAT"; Q
18240 IF LEFT$(Q, 3) <> "TRI" THEN 19550
18250 IF OBJET(0, 2) <> "-1" THEN 19690
18260 OBJET(0, 2) = ""
18270 IM = IM - 1
18280 S1 = S1 + 1
18290 GOTO 15000
18300 IF I = 34 OR I = 35 THEN 18410
18310 IF I <> 37 OR J <> 11 THEN 18390
18320 IF T1 = 1 THEN PRINT "BUT THEY'RE EMPTY!" : GOTO 15000
18330 IF L = 13 THEN GOSUB 19920 : IF Z = 0 THEN 15000 ELSE OBJE
  T(11, 2) = "-1" : IF X = - 1 THEN IM = IM + 1
18340 X1 = VAL(OBJET(13, 2)) : IF X1 <> L AND X1 <> - 1 AND X1 <
  > - 3 THEN 17990
18350 PRINT "OOPS, THE OLD TANKS LOST THEIR AIR WHEN I CHANGED
TO THE TWO NEW ONES, BUT THE NEW ONES ARE FINE!"
18360 A1 = 50
18370 T1 = 1
18380 GOTO 19560
18390 IM = IM - 1
18400 OBJET(J, 2) = STR$(L) : GOTO 19560
18410 INPUT "IN WHAT"; Q
18420 IF LEFT$(Q, 3) = "WAL" THEN IF L = 21 AND J = 16 THEN DOO(
  6, 1) = 0 : DOO(6, 2) = 0 : GOTO 19820
18430 IF LEFT$(Q, 3) = "MET" THEN IF L = 26 AND J = 17 THEN DOO(
  9, 1) = 0 : DOO(9, 2) = 0 : GOTO 19820
18440 IF LEFT$(Q, 3) <> "KNA" THEN 18390
18450 IF OBJET(J, 2) <> "-1" THEN 19690
18460 IF IN > 5 THEN 19780
18470 IN = IN + 1
18480 IM = IM - 1
18490 OBJET(J, 2) = "-2"
18500 GOTO 19560
18510 REM *** MISCELLANEOUS COMMANDS ***
18520 REM *** OPEN CLOSE ***
18530 IF I > 43 THEN 18680
18540 IF J = 8 THEN 19710
18550 IF J <> 39 THEN 19560
18560 FOR X1 = 0 TO 11
18570 IF DOO(X1, 0) <> L THEN 18660
18580 IF I = 43 THEN 18630
18590 IF DOO(X1, 1) = 1 THEN 19760
18600 IF DOO(X1, 2) = 0 THEN PRINT "IT'S ALREADY OPEN." : GOTO 1
  5000
18610 DOO(X1, 2) = 0
18620 GOTO 19560
```

```
18630 IF DOO(X1, 2) = 1 THEN PRINT "IT'S ALREADY CLOSED." : GOTO
   15000
18640 DOO(X1, 2) = 1
18650 GOTO 19560
18660 NEXT
18670 GOTO 19700
18680 ON I - 43 GOSUB 18700, 18720, 18760, 19510, 18850, 19110,
  19110, 19110, 19190, 19220, 19280, 19310, 19310, 19310, 19350,
   19350, 19350, 19360, 19440
18690 GOTO 15000
18700 IF L > 17 THEN PRINT "I'M UNDERWATER YOU DUMMY." : RETURN

18710 PRINT "I DON'T HAVE ANY MATCHES." : RETURN
18720 IF J = 5 THEN L2 = 1 : GOTO 19590
18730 IF F = 1 THEN 17440
18740 IF J = 6 THEN L3 = 1 : GOTO 19590
18750 GOTO 18700
18760 IF J = 29 AND L > 29 THEN PRINT "I CAN'T REACH HIM." : RET
  URN
18770 IF J < 18 OR J > 27 THEN 19510
18780 IF OBJET(18, 2) <> "-1" THEN 19730
18790 IF J = 26 AND L = 23 THEN PRINT "THE SCULPTURE MOVED." : I
  F DOO(11, 0) = - 23 THEN DOO(11, 0) = 23 : N(L, 1) = "DOOR." :
   RETURN : ELSE RETURN
18800 IF J = 24 THEN OBJET(J, 2) = "-4" : T = 2 : PRINT "IT GLOW
  ED BRIEFLY!" : RETURN
18810 IF J = 25 AND L = 20 THEN D = D + 1 : L = RND(10) : RETURN

18820 IF J <> 27 THEN 19510
18830 IF L = 2 OR L = 4 OR L = 17 OR L = 19 OR L = 21 THEN L = V
  AL(N(L, 8)) : CLS : RETURN
18840 GOTO 19510
18850 REM *** SHOOT ***
18860 IF J = 14 THEN 19050
18870 INPUT "WITH WHAT"; Q
18880 IF LEFT$(Q, 3) <> "SPE" THEN 19720
18890 IF OBJET(14, 2) <> "-1" THEN 19730
18900 IF S1 = 0 THEN 17530
18910 IF J <> 29 THEN 18960
18920 IF L < 30 THEN 19740
18930 PRINT "I GOT'IM!   UH OH!
HE'S MAD.  HE ATTACKS AND KILLS ME!
I'M DEAD."
18940 L = 20
18950 RETURN
18960 IF J <> 32 THEN 18990
18970 IF L < 19 OR L > 29 THEN 19600
18980 IF RND(10) < 2 THEN PRINT "GOT ONE!  BUT IT SWAM AWAY WITH
   THE TRIDENT." : S1 = S1 - 1 : RETURN
18990 GOSUB 19750
19000 GOTO 19020
19010 GOSUB 19590
19020 S1 = S1 - 1
19030 OBJET(0, 2) = STR$(L)
```

```
19040 RETURN
19050 INPUT "AT WHAT"; Q
19060 FOR J = 0 TO 39
19070 IF OBJET(J, 1) = LEFT$(Q, 3) THEN 18890
19080 NEXT
19090 GOTO 19720
19100 REM *** BREAK, HIT, KICK ***
19110 IF J > 21 THEN 19510
19120 X1 = VAL(OBJET(J, 2))
19130 IF X1 <> L AND X1 <> - 1 THEN 19740
19140 IF X1 = - 1 THEN IM = IM - 1
19150 IF X1 = - 2 THEN IN = IN - 1
19160 OBJET(J, 2) = STR$(L)
19170 OBJET(J, 3) = "14"
19180 RETURN
19190 IF J = 29 AND L > 29 THEN 18930
19200 GOSUB 19590
19210 GOTO 19510
19220 IF J <> 39 THEN 19720
19230 FOR X2 = 0 TO 11
19240 IF DOO(X2, 0) <> L THEN 19270
19250 IF DOO(X2, 1) = 1 THEN PRINT "IT'S ALREADY LOCKED." : RETU
  RN
19260 GOTO 19810
19270 NEXT : PRINT "WHAT DOOR?" : RETURN
19280 GOSUB 19590
19290 PRINT RIGHT$(Q, LEN(Q) - 4)
19300 RETURN
19310 IF J <> 29 AND J <> 32 THEN 19720
19320 PRINT "IT'S TOO FAST FOR ME."
19330 RETURN
19340 PRINT "I CAN'T DO THAT, I'M NOT REALLY ALIVE."
19350 RETURN
19360 IF J = 18 THEN PRINT "IT DOESN'T HAVE A CHAIN." : RETURN
19370 IF J <> 13 THEN 19500
19380 IF VAL(OBJET(J, 2)) = - 3 THEN PRINT "I AM WEARING IT!" :
  RETURN
19390 IF VAL(OBJET(J, 2)) <> L AND VAL(OBJET(J, 2)) <> - 1 THEN
  19740
19400 IF IM > 5 THEN 19790
19410 GOSUB 19590
19420 IM = IM - 1 : OBJET(J, 2) = "-3"
19430 RETURN
19440 IF J <> 13 THEN 19500
19450 IF VAL(OBJET(J, 2)) <> - 3 THEN 19730
19460 IF IM > 5 THEN 19790
19470 OBJET(J, 2) = "-1"
19480 IM = IM + 1
19490 GOTO 19590
19500 PRINT "HUH???" : RETURN
19510 PRINT "NOTHING HAPPENED." : RETURN
19520 PRINT "I MUST BE DUMB, I DON'T UNDERSTAND YOU." : GOTO 150
  00
19530 PRINT "I CAN SEE NOTHING SPECIAL." : GOTO 15000
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19540 PRINT "I DON'T KNOW  WHAT YOU WANT." : GOTO 15000
19550 PRINT "SORRY, I CAN'T DO THAT." : GOTO 15000
19560 PRINT "OK" : GOTO 15000
19570 PRINT "I CAN'T, I'M IN THE WRONG PLACE." : RETURN
19580 PRINT "I DON'T HAVE ALL OF THE TREASURE !" : RETURN
19590 PRINT "OK" : RETURN
19600 PRINT "I'M NOT IN WATER, DUMMY." : RETURN
19610 PRINT "I AM SWIMMING!" : GOTO 15000
19620 PRINT "IT'S NOT HERE." : GOTO 15000
19630 PRINT "I SEE NOTHING OF INTEREST." : RETURN
19640 PRINT "I CAN'T DO THAT.... YET!" : GOTO 15000
19650 PRINT "I SEE NOTHING SPECIAL." : RETURN
19660 PRINT "WHERE?" : RETURN
19670 PRINT "MY HANDS ARE FULL." : GOTO 15000
19680 PRINT "I MAY BE STRONG, BUT I'M NOT THAT STRONG!" : GOTO 1
  5000
19690 PRINT "I DON'T HAVE IT!" : GOTO 15000
19700 PRINT "WHAT DOOR?" : GOTO 15000
19710 PRINT "IT DOESN'T HAVE A LID." : GOTO 15000
19720 PRINT "WHAT?" : RETURN
19730 PRINT "I DON'T HAVE IT!" : RETURN
19740 PRINT "IT'S NOT HERE." : RETURN
19750 PRINT "MISSED." : RETURN
19760 PRINT "I CAN'T, IT'S LOCKED!" : GOTO 15000
19770 PRINT "I CAN'T, ITS CLOSED." : GOTO 15000
19780 PRINT "ITS FULL!" : GOTO 15000
19790 PRINT "MY HANDS ARE FULL." : RETURN
19800 PRINT "YOU ARE AN AVERAGE ADVENTURER, YOU "; : GOTO 16590
19810 PRINT "I DON'T HAVE A KEY!" : GOTO 15000
19820 PRINT "HEY, IT DID SOMETHING!" : GOTO 15000
19830 IF H1 > 6 THEN PRINT "SORRY, OUT OF HINTS!" : GOTO 15000
19840 GOSUB 19920 : IF Z = 0 THEN 15000
19850 ON H1 GOSUB 19860, 19870, 19880, 19890, 19900, 19910 : H1
  = H1 + 1 : GOTO 15000
19860 PRINT "TO LEAVE THE UNDERWATER TEMPLE REQUIRES THE BURIED
  MEDALLION." : RETURN
19870 PRINT "TO CHANGE AIR TANKS, TRADE TANKS." : RETURN
19880 PRINT "KEYS DON'T ALWAYS LOOK LIKE KEYS, SOME ARE CYLINDER
  S." : RETURN
19890 PRINT "THE MEDALLION'S RUBY WILL LET YOU STAY UNDERWATER."
   : RETURN
19900 PRINT "ONLY TWO TREASURES ARE UNDERWATER." : RETURN
19910 PRINT "THE SAPPHIRE CAN GET YOU OUT OF DAVY JONES LOCKER."
   : RETURN
19920 Z = 0 : FOR I = 16 TO 21 : X = VAL(OBJET(I, 2)) : IF X = -
   1 OR X = - 2 OR X = L THEN Z = Z + 1
19930 NEXT : IF Z = 0 THEN IF I = 37 THEN PRINT "I HAVEN'T ANYTH
  ING OF VALUE." : RETURN : ELSE Z = - 1 : RETURN
19940 INPUT "IT'LL COST A TREASURE!  WHICH ONE"; Q
19950 FOR I = 16 TO 21 : IF LEFT$(Q, 3) = OBJET(I, 1) THEN 19970

19960 NEXT : PRINT "THAT'S NOT A TREASURE" : Z = 0 : RETURN
19970 X = VAL(OBJET(I, 2)) : IF X <> - 1 AND X <> - 2 AND X <> L
   THEN Z = 0 : GOTO 19740
```

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19980 FOR J = 0 TO 3 : OBJET(I, J) = "" : NEXT : PRINT "EXCELLEN
  T CHOICE."
19990 IF X = - 1 THEN IM = IM - 1
20000 IF X = - 2 THEN IN = IN - 1
20010 RETURN
```

```
10 CLS:PRINT@0,"WELCOME TO GRAPHIC-ADVENTURE # 1, WORLD COPYRIGH
  T (C) 1979
BY TERRY KEPNER
ALL RIGHTS RESERVED"
20 PRINT"YOU ARE ABOUT TO TAKE PART IN A FANTASTIC ADVENTURE THR
  OUGH THE
MAGIC OF COMPUTER-SIMULATION ROLE PLAYING.  YOU WILL BE ABLE TO
  EXPERIENCE AND REACT TO YOUR SURROUNDING ENVIRONMENT WITH THE"

30 PRINT"AID OF AN ANDROID. IT WILL RESPOND TO YOUR COMMANDS AND
   RELAY TOYOU ALL THAT IT EXPERIENCES, INCLUDING WHAT IT SEES.
  SINCE IT ISA CHEAP MODEL,ITS EYES (MINI-CAMERAS) ARE NOT VERY
  SHARP, SO YOU";
40 PRINT"MAY HAVE TO EXAMINE THINGS IN ORDER TO DETERMINE JUST W
  HAT THEY REALLY ARE. SINCE THE ANDROID HAS A LIMITED VOCABULAR
  Y (ABOUT 70VERBS AND OVER 100 NOUNS), IT CAN UNDERSTAND ONLY T
  WO WORD SEN- TENCES.  IF ONE SENTENCE DOESN'T WORK TRY ANOTHER
  ."
50 PRINT"SOME VERBS IT KNOWS ARE: GO, GET, DROP, HELP, INVENTORY
  , SCORE, AND UNWEAR.";
60 CLEAR255:DEFSTRC,M-Q
70 IN=1:S1=2:A1=50:F=0:W=175:T=0:B1=0:A=1
90 DIMCOMND(62),OBJET(39,3),DOO(11,2),N(32,9)
110 DATAHIN,NOR,SOU,EAS,WES,UP,DOW,QUI,SAV,SCO,HEL,INV,LIS,CLI,D
  IG,JUM,SWI,GO ,WAL,ENT,EXI,RUN,CRA
120 DATAEXA,SEA,LOO,REA,GET,TAK,PIC,MOV,GRA,UNL,DRO,PUT,PLA,GIV,
  TRA,SET,LOA,THR,TOS,OPE,CLO
130 DATABUR,LIG,PUS,PUL,SHO,BRE,HIT,KIC,ATT,LOC,SAY,CAT,CHA,FOL,
  EAT,SWA,DRI,WEA,UNW
140 DATATRIDENT,TRI,,"13  ",KNAPSACK,KNA,11,"01IT'S AN OLD CANVA
  S HIKER'S BAG.",PILE OF DEBRIS,DEB,28,"12  ",CLOTH DRAPES,DRA,
  14,"03THEY APPEAR TO BE MADE OF SILK."
150 DATAPAPER ON COUNTER,PAP,13,"04THERE'S WRITING ON IT.",LAMP,
  LAM,-9,"05IT'S A WATERPROOF LIGHT.",FLASHLIGHT,FLA,-2,"06IT'S
  A METAL FLASHLIGHT."
160 DATAJETSAM,JET,5,"00JUST SEAWEEDS, SHELLS, AND FOAM.",DECAYE
  D BOX,BOX,4,"11AN OLD, OLD WOODEN BOX.",BOOKS,BOO,17,"07VERY,
  VERY OLD BOOKS, MAYBE THEY'RE VALUABLE."
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170 DATACLOTH MATERIAL,MAT,23,"08IT LOOKS LIKE VELVET.",AIR TANK
  S,TAN,13,"00STRANGE, ACCORDING TO THE LABELS THEY'RE TWO-25 TU
  RN AIR TANKS.",PILLOW,PIL,15,"00A VERY FADED, MUSTY SMELLING P
  ILLOW."
180 DATASCUBA GEAR,SCU,11,"00I SEE A COMPLETE OUTFIT -- WETSUIT,
   TANKS WITH AIR GAUGE.",SPEARGUN,SPE,11,"09IT'S A TWO SHOT SPE
  ARGUN.",GAUGE,GAU,,"10IT SAYS THAT THERE'S ENOUGH AIR FOR ..."

190 DATA*CRYSTAL PYRAMID*,PYR,7,"00IT LOOKS LIKE GLASS.",* CYLIN
  DER *,CYL,-4,"00THERE'S A SLOT CUT IN ONE END."
200 DATA* MEDALLION *,MED,-6,"00A FLAT HEXAGONAL METAL PIECE WIT
  H FOUR STONES IN IT; A RUBY,
A SAPPHIRE, AND A BLUE DIAMOND, PLACED AROUND A GREEN OPAL.",*GO
  LD DOLPHIN*,DOL,-23,"00IT LOOKS LIKE SOLID GOLD."
210 DATA* COIN *,COI,-28,"00A GENUINE ATLANTEAN COIN!",* BLACK P
  EARLS *,PEA,-14,"00VERY RARE, VERY VALUABLE PEARLS."
220 DATAMETAL PLATE,MET,26,"00THERE'S A ROUND HOLE IN IT.",ROCKS
  ,ROC,9,15,RUBY,RUB,,"13",SAPPHIRE,SAP,,"13",BLUE DIAMOND,DIA,,
  "13",GREEN OPAL,OPA,,"13"
230 DATASEAWATER,SEA,30,"32IT'S BIG AND SALTY",SHARK,SHA,30,"32I
  T'S A GREAT WHITE, AND HE'S SEEN ME.",KELP,KEL,30,"32THERE MUS
  T BE MILES OF THIS GARBAGE.",FISH,FIS,21,"29THERE'S ALL KINDS
  AROUND HERE."
240 DATAHALLWAY,HAL,3,"04IT'S SORTA DARK, I CAN'T SEE MUCH.",WAL
  L,WAL,,,FLOOR,FLO,,,GROUND,GRO,,,SAND,SAN,5,"08THERE MUST BE T
  ON'S OF IT HERE.",COLUMNS,COL,7,"19VERY ORNATE, BUT NOTHING SP
  ECIAL."
250 DATABUILDINGS,BUI,18,"27THEY SEEM TO GO ON FOR MILES.",DOOR,
  DOO,,
260 DATA-1,,1,2,,,13,1,1,14,,1,,,1,18,,,21,1,1,22,,,24,,,26,1,1,
  29,,,-23,,
270 DATAIN A SEA GROTTO,WALLS," S    ",2,9,,,,,1
280 DATAIN A SMALL CHAMBER,DOOR. WALLS.,"E      ",1,,,,,21,1
290 DATAIN A SMALL ROCK ROOM,CRACK IN WALL. HALLWAY," N    ",10,
  4,,,,,1
300 DATAIN ANOTHER ROOM,HALLWAY,"S     ",3,,,,,14,1
310 DATAON THE BEACH OF A SOUTH SEA ISLAND,"ROAD. OCEAN. SAILBOA
  T.","ES    ",6,32,11,,19,,1
320 DATAIN A JUNGLE CLEARING,"ROAD, VERY OLD. TEMPLE.","W     ",
  5,7,,,,,2
330 DATAINSIDE AN ORNATE TEMPLE,ENTRANCE. WALLS.,"W     ",6,,,,,
  ,1
340 DATAAT THE GATES OF HERCULES,OCEAN. SEA CAVE. PATH UP CLIFF.
  ,"ENW   ",31,9,10,,,,3
350 DATAIN A SEA CAVE,,"NS    ",1,8,,,,,1
360 DATAAT THE TOP OF A CLIFF,PATH. CRACK IN CLIFF.,"D     ",8,3
  ,,,,,4
370 DATAON A SAILBOAT,SHORE,,5,,,,,,5
380 DATAON A DOCK IN HAWAII,PAWNSHOP. SAIL- BOAT.,"N      ",13,1
  1,,,,,4
390 DATAIN A PAWNSHOP,DOOR. COUNTER.,"   S  ",,13,,12,,,8
400 DATAIN A PALATIAL ROOM,DOOR. BED. BALCONY.,"  N   ",17,15,16
  ,,,,1
410 DATAIN BED,,,14,,,,,,6
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420 DATAON A BALCONY,BALCONY RAIL.," S    ",,14,,,,,4
430 DATAIN AN OLD DUSTY LIBRARY,HALLWAY.,"W     ",14,,,,,5,1
440 DATAIN A GIGANTIC UNDERWATER CITY,DOOR. SMALL PLAZA. BUILDIN
  GS.,"SNEWU ",26,28,29,27,30,,0
450 DATAIN A TEMPLE 100 FT. UNDERWATER,WALLS,"  U   ",,,32,,,8,3

460 DATAIN DAVY JONES LOCKER,NOTHING,,20,20,20,20,20,20,0
470 DATA"IN A SMALL ROOM, UNDERWATER!",DOOR. WALLS.,,22,,,,,32,1

480 DATAIN A LARGE HALL,DOOR. ALCOVE. COLONADE.,"SNE   ",21,23,2
  4,,,,1
490 DATAIN FRONT OF A LARGE WALL SCULPTURE,," NSE  ",25,22,22,22
  ,,,7
500 DATAIN AN ANTE-CHAMBER,DOOR.,"WE    ",22,22,,,,,1
510 DATAIN A NARROW PASSAGE,,"SN    ",23,26,,,,,4
520 DATAIN FRONT OF A DOOR,DOOR.," S    ",18,25,,,,,8
530 DATALOST IN AN UNDERWATER CITY,BUILDINGS.,NSEWU ,27,27,27,27
  ,30,,0
540 DATAIN A SMALL PLAZA,STREET. BUILDING.,"ENU   ",18,29,30,,,,
  1
550 DATAIN A BUILDING,DOOR. WINDOW.,,27,28,,,,,1
560 DATAIN THE ATLANTIC OCEAN,,"NSEWD ",30,30,30,30,18,,1
570 DATAIN THE MEDITTERANEAN OCEAN,,"NSEW  ",31,31,31,8,,,1
580 DATAIN THE PACIFIC OCEAN,,"NSEWD ",5,32,32,32,19,,1
590 FORI=0TO62:READCOMND(I):NEXT
600 FORI=0TO39:FORJ=0TO3:READOBJET(I,J):NEXTJ
610 NEXTI
620 FORI=0TO11:READDOO(I,0),DOO(I,1),DOO(I,2):NEXTI
630 PRINT@970,"FREE HINT - WATCH THE FLOOR/GROUND";
640 FORI=1TO32:FORJ=0TO9:READN(I,J):NEXTJ:NEXTI
650 PRINT@960,CHR$(30);
660 PRINT@975,"PRESS ENTER TO BEGIN.";
670 IFINKEY$=""THEN670
690 CLS:L=5:INPUT"DO YOU WANT TO CONTINUE A PREVIOUS GAME";Q:IFL
  EFT$(Q,1)="Y"THENGOSUB16360
1000 GOTO15010
1030 PRINT@0,CHR$(30):PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:
  PRINT:PRINT:PRINT@0,"I AM "N(L,0)".";
1040 GOSUB2960
1050 ONLGOTO1080,1130,1190,1270,1350,1410,1460,1550,1610,1650,17
  00,1730,1770,1840,1910,1980,2020,2090,2160,2220,2230,2320,2370
  ,2410,2480,2510,2530,2620,2690,2740,2760,2780
1080 GOSUB3040
1090 GOTO3140
1130 GOSUB2960
1140 GOSUB3480
1150 GOSUB4360
1160 GOTO4420
1190 GOSUB3480
1200 GOSUB3500
1210 GOSUB3530
1220 GOSUB3630
1230 GOSUB3670
1240 GOTO3860
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1270 GOSUB3480
1280 GOSUB3500
1290 GOSUB3530
1300 GOSUB3630
1310 GOTO3670
1350 GOSUB2830
1360 GOSUB2890
1370 GOTO3000
1410 GOSUB3190
1420 GOSUB3230
1430 GOTO3000
1460 GOSUB3480
1470 GOSUB3500
1480 GOSUB3530
1490 GOSUB3690
1500 GOSUB3630
1510 I=15599:GOTO4400
1550 GOSUB2890
1560 GOTO3280
1610 GOSUB3040:GOTO3170
1650 GOSUB3300
1660 GOSUB3330
1670 GOTO3350
1700 GOTO3560
1730 GOSUB2960
1740 GOTO3400
1770 GOSUB3480
1780 GOSUB3500
1790 GOSUB3530
1800 GOSUB3630
1810 GOTO3880
1840 GOSUB3480
1850 GOSUB3500
1860 GOSUB3530
1870 GOSUB4360
1880 GOTO4460
1910 GOSUB3480
1920 GOSUB3500
1930 GOSUB3530
1940 GOSUB3630
1950 GOTO3760
1980 GOSUB3530
1990 GOTO3810
2020 GOSUB3480
2030 GOSUB3500
2040 GOSUB3530
2050 GOSUB4190
2060 GOSUB4330
2070 GOTO4420
2090 I=15378:GOSUB3940
2110 GOSUB3920
2120 I=15411:GOSUB3940:GOSUB3950:I=15570:GOSUB3940:GOSUB3960:I=1
  5603:GOSUB3940:GOSUB3970
2130 I=15762:GOSUB3940:GOSUB3990:GOSUB4050:I=15795:GOSUB3940:GOS
  UB3990:GOTO4010
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2160 GOSUB3480
2170 GOSUB3500
2180 GOSUB3530
2190 GOSUB3690
2200 I=15585:GOSUB4400
2210 GOTO4420
2220 RETURN
2230 REM L=21
2250 GOSUB3480
2260 GOSUB3500
2270 GOSUB3530
2280 GOSUB4360
2290 GOTO4420
2320 GOSUB3480
2330 GOSUB3500
2340 GOSUB3530
2350 GOTO3690
2370 RETURN
2410 GOSUB3480
2420 GOSUB3500
2430 GOSUB3530
2440 GOSUB4330
2450 GOTO4360
2480 GOTO3720
2510 GOTO3590
2530 GOSUB3920
2540 FORI2=15378TO15411STEP11:I=I2:GOSUB3940:GOSUB2580:I=I2+192:
  GOSUB3940:GOSUB2580:NEXT:FORI=15762TO15795STEP11:GOSUB3940:GOS
  UB3990:ONRND(3)GOSUB3990,4010,4030:NEXT
2560 GOTO4090
2580 ONRND(4)GOTO2590,3950,3960,3970
2590 RETURN
2620 GOSUB3480
2630 GOSUB3500
2640 GOSUB3530
2650 GOSUB4110
2660 I=15637:GOSUB3200:I=15737:GOTO3200
2690 GOSUB3480
2700 GOSUB3500
2710 GOSUB3530
2720 GOSUB4170
2730 GOTO4330
2740 RETURN :REML=30
2760 RETURN :REML=31
2780 RETURN :REML=32
2820 REM **** SAILBOAT ****
2830 POKE15402,176:POKE15403,140:POKE15404,159:POKE15405,147:POK
  E15406,131:POKE15463,176:POKE15464,140:POKE15465,131
2840 POKE15468,149:POKE15469,130:POKE15470,164:POKE15524,140:POK
  E15525,140:POKE15526,143:POKE15527,140:POKE15528,140:POKE15529
  ,140:POKE15530,140:POKE15531,140:POKE15532,157:POKE15533,140:P
  OKE15534,140:POKE15535,141
2850 POKE15585,131:POKE15586,131:POKE15587,131:POKE15588,139:POK
  E15589,179:POKE15590,179:POKE15591,179:POKE15592,179:POKE15593
  ,179:POKE15594,179:POKE15595,179:POKE15596,179:POKE15597,179
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2860 POKE15598,179:POKE15599,179:POKE15600,179:POKE15601,179:POK
  E15602,179:POKE15603,179:POKE15604,179:POKE15605,167
2870 RETURN
2880 REM **** BEACH ****
2890 Y=1:POKE15761,157:FORI=15762TO15807
2900 X=RND(3):IFABS(Y-X)>1THEN2900
2910 Y=X:ONXGOSUB2920,2930,2940:NEXT:RETURN
2920 POKEI,131:RETURN
2930 POKEI,140:RETURN
2940 POKEI,176:RETURN
2950 REM **** BORDER ****
2960 FORI=16018TO16063:POKEI,176:NEXT
2970 FORI=15441TO16016STEP64:POKEI,149:NEXT
2980 POKE16017,181:RETURN
2990 REM **** OLD STONE ROAD ****
3000 POKE15767,188:POKE15771,188:POKE15828,176:POKE15829,188:POK
  E15830,143:POKE15831,131:POKE15832,176:POKE15833,188:POKE15834
  ,143:POKE15835,131
3010 POKE15891,190:POKE15892,135:POKE15893,129:POKE15894,160:POK
  E15895,190:POKE15896,159:POKE15897,129:POKE15890,184
3020 POKE15954,191:POKE15955,191:POKE15958,191:POKE15959,191:POK
  E16018,191:POKE16019,191:POKE16022,191:POKE16023,191:RETURN
3030 REM *** CAVE & GROTTO ****
3040 POKE15386,176:POKE15387,140:POKE15388,131:POKE15393,160:POK
  E15394,152:POKE15395,188:POKE15396,131:POKE15397,131:POKE15398
  ,131:POKE15399,131:POKE15400,131:POKE15401,137:POKE15402,140
3050 POKE15403,176:POKE15404,144:POKE15412,130:POKE15413,137:POK
  E15414,164:POKE15415,144:POKE15447,176:POKE15448,140:POKE15449
  ,131:POKE15455,184:POKE15456,150:POKE15457,129:POKE15459,133
3060 POKE15468,130:POKE15469,137:POKE15470,140:POKE15471,176:POK
  E15478,170:POKE15479,135:POKE15480,137:POKE15481,164:POKE15482
  ,176:POKE15508,160:POKE15509,140:POKE15510,131:POKE15511,159
3070 POKE15517,160:POKE15518,134:POKE15519,170:POKE15536,141:POK
  E15537,144:POKE15542,170:POKE15547,137:POKE15548,144:POKE15571
  ,152:POKE15572,129:POKE15580,152:POKE15581,129:POKE15601,181
3080 POKE15612,130:POKE15613,164:POKE15633,160:POKE15634,134:POK
  E15643,151:POKE15665,138:POKE15666,148:POKE15678,137:POKE15679
  ,144:POKE15697,159:POKE15706,154
3090 POKE15730,173:POKE15743,175:POKE15770,149:POKE15441,128:POK
  E15505,128:POKE15569,128
3100 POKE15794,138:POKE15795,176:POKE15796,176:POKE15797,176:POK
  E15798,176:POKE15799,176:POKE15807,170:POKE15832,176:POKE15833
  ,140:POKE15834,131:POKE15864,137:POKE15865,140:POKE15866,164:P
  OKE15867,144:POKE15871,170
3110 POKE15893,176:POKE15894,140:POKE15895,131:POKE15931,130:POK
  E15932,164:POKE15933,144:POKE15935,170:POKE15955,176:POKE15956
  ,134:POKE15996,138:POKE15997,164:POKE15999,170:POKE16018,182:P
  OKE16062,187:POKE16063,190
3120 RETURN
3130 REM *** END OF CAVE ***
3140 POKE15647,160:POKE15649,160:POKE15711,191:POKE15712,189:POK
  E15713,186:POKE15714,180:POKE15715,140:POKE15716,131:POKE15717
  ,131:POKE15718,131:POKE15719,131:POKE15720,131:POKE15721,131
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3150 POKE15722,131:POKE15723,140:POKE15724,140:POKE15725,140:POK
  E15726,140:POKE15727,176:POKE15771,176:POKE15772,176:POKE15773
  ,140:POKE15774,174:POKE15775,191:POKE15776,191:POKE15777,191:P
  OKE15778,191:POKE15792,131
3160 POKE15793,131:POKE15794,142:RETURN
3170 POKE15924,191:POKE15925,191:POKE15926,191:POKE15860,160:POK
  E15861,148:POKE15862,170:POKE15961,184:POKE15863,144:RETURN
3180 REM *** JUNGLE TREES ***
3190 I=15447:GOSUB3200:I=15442:GOSUB3200:I=15505:GOSUB3200:I=154
  10:GOSUB3200:I=15605:GOSUB3200:I=15482:GOSUB3200
3200 POKEI,184:POKEI+1,190:POKEI+2,191:POKEI+3,173:POKEI+4,180:P
  OKEI+63,174:POKEI+64,157:POKEI+65,189:POKEI+66,159:POKEI+67,15
  9:POKEI+68,187:POKEI+69,157:POKEI+128,139:POKEI+129,174:POKEI+
  130,190:POKEI+131,158:POKEI+132,135:POKEI+194,191
3210 POKEI+258,191:POKEI+322,191:RETURN
3220 REM *** TEMPLE ***
3230 POKE15386,160:FORI=15387TO15409:POKEI,180:NEXTI:FORI=15473T
  O15729STEP64:POKEI,149:NEXTI:I=15451:GOSUB3250:I=15456:GOSUB32
  50:I=15463:GOSUB3250:I=15468:GOSUB3250
3240 POKE15451,151:POKE15515,149:POKE15579,149:POKE15643,149:POK
  E15707,181:RETURN
3250 POKEI,130:POKEI+1,191:POKEI+2,129:POKEI+3,171:POKEI+4,151:P
  OKEI+65,191:POKEI+67,170:POKEI+68,149:POKEI+129,191:POKEI+131,
  170:POKEI+132,149:POKEI+193,191:POKEI+195,170:POKEI+196,149:PO
  KEI+256,160
3260 POKEI+257,191:POKEI+258,144:POKEI+259,186:POKEI+260,181:RET
  URN
3270 REM *** SEA CAVE ENTRANCE ***
3280 POKE15511,141:POKE15510,152:POKE15573,151:POKE15637,133:POK
  E15636,156:POKE15699,170:POKE15763,142
3290 REM *** CLIFF & CAVE ENTRANCE ***
3300 POKE15449,131:POKE15450,171:POKE15514,138:POKE15515,176:POK
  E15579,131:POKE15580,149:POKE15644,149:POKE15708,191:POKE15772
  ,143:POKE15512,140:POKE15513,144:POKE15577,149
3310 POKE15641,165:POKE15706,169:POKE15770,142:RETURN
3320 REM *** CRACK ***
3330 POKE15511,184:POKE15575,169:POKE15639,149:POKE15703,162:POK
  E15704,132:POKE15767,142:RETURN
3340 REM *** TOP OF CLIFF ***
3350 FORI=15762TO15772:POKEI,131:NEXT:POKE15773,181:POKE15837,13
  1:POKE15838,140:POKE15839,176:POKE15826,131:POKE15827,140:POKE
  15828,176:POKE15892,138:POKE15893,144:POKE15957,166
3360 FORI=15904TO15910:POKEI,179:NEXT:POKE15903,176:POKE15911,13
  1:POKE15912,140:POKE15913,176:POKE15975,131:POKE15976,140:POKE
  15977,176
3370 POKE15978,131:POKE15979,131:POKE15980,141:POKE15981,140:POK
  E15982,176:POKE16041,179:POKE16042,188:POKE16047,179:POKE16048
  ,190:POKE16049,188:POKE15958,176:POKE15959,176
3380 POKE15960,181:POKE16024,187:POKE16030,183:POKE15966,166:POK
  E16033,187:POKE16034,183:POKE15969,148:POKE16035,181:POKE16036
  ,184:RETURN
3390 REM *** DOCK ***
3400 FORI=15762TO15807:POKEI,176:POKEI+64,176:POKEI+192,131:NEXT
  :FORI=15955TO15999STEP2:POKEI,140:NEXT:FORI=15894TO15929STEP7:
  POKEI,191:NEXT:FORI=15838TO15843:POKEI,128:POKEI+64,128:POKEI+
  128,128:NEXT
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3410 POKE15965,191:POKE16029,191:POKE15972,191:POKE16036,191:PRI
  NT@100,"* P A W N S H O P *";:FORI=15519TO15551:POKEI,131:POKE
  I+64,131:NEXT
3420 POKE15583,128:POKE15584,128:POKE15585,151:POKE15587,191:POK
  E15589,171:POKE15590,128:POKE15591,128:POKE15592,128:POKE15593
  ,151:POKE15598,171:POKE15599,128
3430 POKE15600,128:POKE15601,151:POKE15611,171:FORI=15612TO15615
  :POKEI,128:NEXT:POKE15649,181:POKE15650,176:POKE15651,191:POKE
  15652,176:POKE15653,186:POKE15657,149:POKE15662,170:POKE15665,
  149
3440 PRINT@306,"OPEN";
3450 POKE15675,170:POKE15739,170:FORI=15518TO15774STEP64:POKEI,1
  91:NEXT:POKE15721,149:POKE15785,181:POKE15726,170:POKE15790,18
  6:POKE15729,181:FORI=15730TO15738:POKEI,176:NEXT:POKE15739,186

3460 POKE15457,160:POKE15458,134:POKE15459,191:POKE15479,191:POK
  E15480,137:POKE15481,144:FORI=15395TO15415:POKEI,176:NEXT:RETU
  RN
3470 REM *** ROOM CENTER ***
3480 FORI=15518TO15539:POKEI,176:POKEI+320,176:NEXT:FORI=15581TO
  15837STEP64:POKEI,170:POKEI+22,170:NEXT:POKE15859,186
3490 REM *** ROOM TOP ***
3500 POKE15446,131:POKE15447,137:POKE15448,140:POKE15449,176:POK
  E15450,144:POKE15514,130:POKE15515,131:POKE15516,140:POKE15517
  ,164:
3510 POKE15540,140:POKE15541,134:POKE15542,131:POKE15479,176:POK
  E15480,152:POKE15481,140:POKE15482,131:POKE15483,129:POKE15419
  ,160:POKE15420,176:POKE15421,140:POKE15422,134:POKE15423,131
3520 REM *** ROOM BOTTOM ***
3530 POKE16017,189:POKE16018,188:POKE16019,179:POKE16020,177:POK
  E15956,160:POKE15957,176:POKE15958,140:POKE15959,134:POKE15960
  ,131:POKE15897,176:POKE15898,152:POKE15899,140:POKE15900,131:P
  OKE15901,129
3540 POKE15924,131:POKE15925,137:POKE15926,140:POKE15927,176:POK
  E15928,144:POKE15992,130:POKE15993,131:POKE15994,140:POKE15995
  ,164:POKE15996,176:POKE16061,179:POKE16062,185:FORI=15423TO160
  63STEP64:POKEI,191:NEXT:RETURN
3550 REM *** SAILBOAT ***
3560 FORI=15763TO15807STEP3:POKEI,131:POKEI+1,151:POKEI+2,131:PO
  KEI+64,184:POKEI+65,189:POKEI+66,176:NEXT:FORI=15382TO15958STE
  P64:POKEI,191:NEXT:FORI=15703TO15734:POKEI,140:NEXT:POKE15732,
  142
3570 POKE15668,144:POKE15667,137:POKE15602,164:POKE15601,130:POK
  E15536,144:POKE15535,137:POKE15470,164:POKE15469,130:POKE15404
  ,144:POKE15403,137:RETURN
3580 REM*** DOOR ***
3590 POKE15454,151:FORI=15455TO15469:POKEI,131:NEXT:POKE15470,17
  1:FORI=15518TO15966STEP64:POKEI,149:POKEI+16,170:NEXT:POKE1564
  2,191:POKE15643,179:POKE15644,191:POKE16030,181:POKE16046,186
3600 IFDOO(9,1)=1THEN POKE15712,183
3610 RETURN
3620 REM *** ROOM DOOR ***
3630 POKE15653,151:POKE15654,131:POKE15655,131:POKE15656,131:POK
  E15657,131:POKE15658,171:POKE15717,149:POKE15781,149:POKE15845
  ,181:POKE15722,170:POKE15786,170:POKE15850,186
```

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3650 RETURN
3660 REM*** HALLWAY ***
3670 POKE15845,189:POKE15846,188:POKE15847,179:POKE15848,177:POK
  E15784,160:POKE15785,176:POKE15786,174:RETURN
3680 REM *** COLUMNS ***
3690 FORI=15443TO15955STEP64:POKEI,191:POKEI+3,191:POKEI+38,191:
  POKEI+41,191:NEXT:POKE15958,143:POKE15993,131:FORI=15513TO1589
  7STEP64:POKEI,191:POKEI+29,191:NEXT:POKE15926,143
3700 FORI=15579TO15835STEP64:POKEI,170:POKEI+1,149:NEXT:POKE1551
  5,171:POKE15516,156:POKE15481,190:POKE15899,142:RETURN
3710 REM *** NARROW PASSAGEWAY ***
3720 FORI=15398TO15422:POKEI,140:POKEI+640,176:NEXT:FORI=15461TO
  16037STEP64:POKEI,191:POKEI+26,191:NEXT:POKE15397,188:POKE1542
  3,188:POKE16038,179:POKE16063,191:POKE16062,179
3730 FORI=15462TO15663STEP67:POKEI,131:POKEI+1,140:POKEI+2,176:P
  OKEI+332,131:POKEI+333,140:POKEI+334,176:NEXT:FORI=15484TO1566
  7STEP61:POKEI,176:POKEI+1,140:POKEI+2,131:POKEI+308,176:POKEI+
  309,140:POKEI+310,131:NEXT
3740 POKE15666,176:POKE15729,149:POKE15731,170:POKE15793,141:POK
  E15794,140:POKE15795,142:RETURN
3750 REM *** CAOPY BED ***
3760 FORI=15454TO15474:POKEI,176:POKEI+128,130:POKEI+384,179:NEX
  T:POKE15518,182:POKE15538,178:POKE15539,180:POKE15838,182:POKE
  15859,190:FORI=15507TO15514:POKEI,131:POKEI+384,140:NEXT
3770 FORI=15543TO15550:POKEI,131:POKEI+384,140:NEXT:POKE15897,18
  8:POKE15898,156:POKE15927,188:POKE15928,156:FORI=15506TO15890S
  TEP64:POKEI,170:NEXT:POKE15441,181:POKE15442,144:POKE15889,181
  :POKE15890,154
3780 POKE15454,140:POKE15453,137:POKE15452,131:POKE15474,152:POK
  E15475,140:POKE15476,131:POKE15477,129:POKE15413,160:POKE15414
  ,176:POKE15415,140:POKE15416,134:POKE15417,131
3790 POKE15377,151:POKE15378,131:POKE15379,140:POKE15380,164:POK
  E15381,176:POKE15383,130:POKE15384,131:POKE15385,140:POKE15386
  ,164:POKE15387,176:RETURN
3800 REM *** BALCONY ***
3810 FORI=15775TO15793STEP4:POKEI,135:POKEI+1,187:POKEI+2,147:PO
  KEI+3,175:POKEI+64,180:POKEI+65,187:POKEI+66,177:POKEI+67,190:
  NEXT:POKE15774,191:POKE15838,191:POKE15795,191:POKE15859,191
3820 POKE15773,174:POKE15772,140:POKE15771,176:POKE15770,160:POK
  E15796,140:POKE15797,164:POKE15798,176:POKE15830,176:POKE15831
  ,152:POKE15832,140:POKE15833,131:POKE15834,129:POKE15863,131:P
  OKE15837,170
3830 POKE15864,137:POKE15865,140:POKE15866,176:POKE15867,144:POK
  E15889,181:POKE15890,176:POKE15891,140:POKE15892,134:POKE15893
  ,131:POKE15931,130:POKE15932,131:POKE15933,140:POKE15934,164:P
  OKE15935,191
3840 RETURN
3850 REM *** CRACK IN WALL OF ROOM ***
3860 POKE15832,153:POKE15895,170:POKE15638,152:POKE15702,170:POK
  E15766,166:POKE15830,165:POKE15894,153:POKE15958,186:POKE15768
  ,153:POKE15704,155:POKE15640,164:POKE15639,137:RETURN
3870 REM *** COUNTER ***
3880 POKE15770,160:POKE15771,176:FORI=15772TO15791:POKEI,140:NEX
  T:POKE15773,142:POKE15792,176:FORI=15834TO15863:POKEI,131:POKE
  I+64,176:NEXT:POKE15833,151:POKE15857,171:POKE15897,181
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3890 POKE15921,186:POKE15864,149:POKE15786,142:POKE15781,141:POK
  E15718,160:POKE15928,149:PRINT@237,"TRADE";:PRINT@299,"TREASUR
  E";:PRINT@365,"HERE.";
3900 RETURN
3910 REM *** CITY SCAPE
3920 FORI=15954TO15999:POKEI,131:NEXT:RETURN
3930 REM *** BASIC BLOCK ***
3940 FORI1=ITOI+9:POKEI1,131:NEXT:POKEI,151:POKEI+10,171:POKEI+6
  4,149:POKEI+74,170:POKEI+128,149:POKEI+138,170:POKEI+66,183:FO
  RI1=I+67TOI+71:POKEI1,179:NEXT:POKEI+72,187:RETURN
3950 POKEI+65,183:POKEI+67,187:POKEI+68,183:POKEI+70,187:POKEI+7
  1,183:POKEI+73,187:RETURN
3960 POKEI+68,187:POKEI+69,128:POKEI+70,183:RETURN
3970 POKEI+65,183:POKEI+66,187:POKEI+68,183:POKEI+70,187:POKEI+7
  2,183:POKEI+73,187:RETURN
3980 REM *** STREET WINDOW
3990 FORI1=I+66TOI+72:POKEI1,131:POKEI1+64,140:NEXT:POKEI+65,151
  :POKEI+73,171:POKEI+129,141:POKEI+137,142:RETURN
4000 REM *** DOOR ON LEFT ****
4010 POKEI+67,171:POKEI+68,128:POKEI+69,151:POKEI+129,149:POKEI+
  130,128:POKEI+131,170:POKEI+132,128:POKEI+133,141:RETURN
4020 REM *** DOOR ON RIGHT ***
4030 POKEI+69,171:POKEI+70,128:POKEI+71,151:POKEI+133,142:POKEI+
  134,128:POKEI+135,149:POKEI+136,128:POKEI+137,170:RETURN
4040 REM *** CENTER DOOR ***
4050 POKEI+68,171:POKEI+129,149:POKEI+130,128:POKEI+131,128:POKE
  I+132,170:FORI1=I+69TOI+73:POKEI1,128:POKEI1+64,128:NEXT
4060 REM *** PLAZA ***
4070 FORI=15773TO15783:POKEI,142:NEXT:FORI=15784TO15794:POKEI,14
  1:NEXT:POKE15782,160:POKE15785,144:POKE15781,174:POKE15786,157
  :FORI=15845TO15849STEP2:POKEI,170:POKEI+1,149:POKEI+64,170:POK
  EI+65,149:NEXT
4080 REM *** EDGE OF BLDG
4090 POKE15422,151:POKE15423,131:POKE15487,183:FORI=15486TO15934
  STEP64:POKEI,149:NEXT:POKE15614,151:POKE15615,131:POKE15679,17
  0:POKE15806,151:POKE15807,131:POKE15871,151:POKE15935,149:RETU
  RN
4100 REM *** IN A PLAZA ***
4110 POKE15383,148:POKE15384,160:POKE15389,170:POKE15448,142:POK
  E15450,149:POKE15451,168:POKE15453,186:POKE15411,170:POKE15416
  ,160:POKE15418,148:POKE15419,170:POKE15421,141:POKE15475,170:P
  OKE15476,144
4120 POKE15477,168:POKE15479,181:POKE15480,154:POKE15540,143:POK
  E15516,142:POKE15517,175:FORI=15518TO15538:POKEI,184:NEXT:POKE
  15539,186:POKE15540,143
4130 REM *** TABLE ***
4140 POKE15770,160:POKE15771,176:FORI=15772TO15777:POKEI,188:NEX
  T:POKE15773,190:POKE15778,156:POKE15779,188:POKE15843,191
4150 POKE15832,140:FORI=15833TO15838:POKEI,143:NEXT:POKE15839,13
  5:POKE15840,131:POKE15838,191:POKE15902,191
4160 REM*** WINDOW ***
4170 FORI=15658TO15665:POKEI,131:POKEI+128,131:NEXT:POKE15658,15
  1:POKE15665,171:POKE15722,149:POKE15729,170:RETURN
4180 REM *** BOOKS
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4190 FORI=15582TO15602:POKEI,176:POKEI+64,176:POKEI+128,176:POKE
  I+192,176:IFB1<>1THENPOKEI,186
4200 IFB2<>1THENPOKEI+64,181
4210 IFB3<>1THENPOKEI+128,186
4220 IFB4<>1THENPOKEI+192,181
4230 IFB5<>1THENPOKEI+256,186
4240 NEXT
4250 I=15582
4260 POKE15603,186:POKE15667,186:POKE15731,186:POKE15795,186:POK
  E15859,186:IFB1<>1THENPOKEI,191:POKEI+10,191:POKEI+12,191
4270 IFB2<>1THENPOKEI+75,191:POKEI+70,191:POKEI+85,191
4280 IFB3<>1THENPOKEI+128,191:POKEI+135,191:POKEI+140,191
4290 IFB4<>1THENPOKEI+193,191:POKEI+203,191:POKEI+204,191:POKEI+
  213,191
4300 IFB5<>1THENPOKEI+257,191:POKEI+261,191:POKEI+270,191:POKEI+
  275,191
4310 RETURN
4320 REM *** LEFT DOOR ***
4330 POKE15507,151:POKE15508,137:POKE15509,140:POKE15510,176:POK
  E15511,144:FORI=15571TO15891STEP64:POKEI,149:POKEI+5,170:NEXT:
  POKEI,149:POKE15700,148:GOSUB4800:IFD1=1RETURN
4340 FORI=15572TO15575:POKEI,131:POKEI+320,176:NEXT:POKE15571,15
  1:POKE15576,171:POKE15700,128:POKE15891,181:POKE15896,186:RETU
  RN
4350 REM *** RIGHT DOOR ***
4360 POKE15545,160:POKE15546,176:POKE15547,140:POKE15548,134:POK
  E15549,171:FORI=15607TO15927STEP64:POKEI,170:POKEI+6,170:NEXT:
  POKE15608,131:POKE15609,129:POKE15927,186:POKE15997,170:POKE15
  740,168
4370 GOSUB4800:IFD1=1RETURN
4380 FORI=15608TO15612:POKEI,131:POKEI+320,176:NEXT:POKE15740,12
  8:POKE15613,171:POKE15933,186:RETURN
4390 REM*** WALL CARVING ***
4400 POKEI,176:POKEI+1,176:POKEI+63,160:POKEI+64,187:POKEI+65,18
  3:POKEI+66,144:POKEI+125,130:POKEI+126,141:POKEI+127,135:POKEI
  +128,189:POKEI+129,191:POKEI+130,149:POKEI+192,159:POKEI+193,1
  59:POKEI+256,181:POKEI+257,181:RETURN
4410 REM *** HEXAGON ON FLOOR ***
4420 FORI=15909TO15916:POKEI,176:NEXT:POKE15970,176:POKE15971,14
  0:POKE15972,131:POKE15981,131:POKE15982,140:POKE15983,176:POKE
  16032,188:POKE16033,179:POKE16048,179:POKE16049,188:RETURN
4430 REM *** SMALL DOORS ***
4440 POKE15788,151:FORI=15789TO15793:POKEI,131:NEXT:POKE15794,17
  1:POKE15852,181:POKE15858,186
4450 REM *** BED & BALCONY ***
4460 FORI=15580TO15595:POKEI,176:POKEI+61,176:POKEI+125,130:POKE
  I+192,176:NEXT:POKE15579,160:POKE15596,176:POKE15640,160:POKE1
  5641,184:POKE15642,182:POKE15643,177:POKE15655,156:POKE15656,1
  34
4470 POKE15657,177:POKE15658,152:POKE15659,140:POKE15660,131:POK
  E15661,171:POKE15709,170:POKE15719,151:POKE15720,131:POKE15725
  ,170:FORI=15704TO15896STEP64:POKEI,170:NEXT:POKE15769,176:POKE
  15770,152
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4480 POKE15771,140:POKE15772,131:POKE15773,171:POKE15783,181:POK
  E15789,186:POKE15833,176:POKE15834,184:POKE15835,188:POKE15836
  ,179:POKE15837,177:POKE15847,181:POKE15849,140:POKE15850,134:P
  OKE15853,186
4490 POKE15851,131:POKE15911,181:POKE15912,176:POKE15913,140:POK
  E15914,134:POKE15915,131:POKE15788,176:POKE15581,186
4500 FORI=15663TO15791STEP64:POKEI,151:POKEI+1,131:POKEI+2,131:P
  OKEI+3,171:NEXT:POKE15855,183:POKE15856,179:POKE15857,179:POKE
  15858,187
4510 RETURN
4520 IFPOS(0)+LEN(OBJET(I,0))>12ANDJ<704THENJ=J+64:PRINT@J,OBJET
  (I,0);". ";::RETURN
4530 PRINTOBJET(I,0);". ";:RETURN
4550 N1=N(L,1)
4560 X1=LEN(N1)
4570 FORX2=12TOX1
4580 IFMID$(N1,X2,1)<>CHR$(32)ANDX2<>X1THENNEXTX2
4590 M=LEFT$(N1,X2)
4600 PRINTM;:J=J+64
4610 M=RIGHT$(N1,X1-X2)
4620 PRINT@J,M;:J=J+64
4630 RETURN
4700 IFDOO(0,2)=1THENI=15541:GOSUB4400:I=0:POKE15666,146:RETURN
4710 POKE15539,156:POKE15540,140:POKE15541,140:POKE15542,140:POK
  E15543,172:POKE15603,149:POKE15607,170:POKE15667,149:POKE15671
  ,170:POKE15731,149:POKE15735,170:POKE15795,181:POKE15799,186:R
  ETURN
4800 D1=0:FORI=0TO11:IFDOO(I,0)<>LTHEN4820
4810 IFDOO(I,2)=1THEND1=1
4820 NEXT:RETURN
5000 IFB1=0THENB1=1:RETURN
5010 IFB2=0THENB2=1:RETURN
5020 IFB3=0THENB3=1:RETURN
5030 IFB4=0THENB4=1:RETURN
5040 IFB5=0THENB5=1:RETURN
15000 REM
15010 IFL2=1THENW=W-1:IFW<0THENL2=0
15020 IFL>18THENF=1:IFL2=1ANDW<10PRINT"THE LAMP'S BATTERIES ARE
  ALMOST DEAD.":IFW<4THENPRINT"HEY, I DON'T NEED A LIGHT, THE WA
  TER IS PHOSPHORESCENT!"
15030 Z1=Z1+1
15040 IFOBJET(13,2)="-3"THENA1=A1-1
15050 IFL>4THEN15090
15060 IFL2=1ANDOBJET(5,2)="-1"THEN15090
15070 PRINT"IT'S TOO DARK TO SEE!"
15080 GOTO15420
15090 IFL>17ANDL<31THEN15130
15100 IFT<1THENOBJET(24,2)="":GOTO15170
15110 T=T-1
15120 GOTO15170
15130 IFOBJET(24,2)="-4"THENGOTO15170
15140 IFOBJET(13,2)="-3"ANDA1>0THENGOTO15170
15150 PRINT@960,"I'M UNDERWATER!  I CAN'T BREATHE!"
15160 L=20
```

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15170 GOSUB1030
15171 PRINT@64,"I CAN RECOGNIZE:";
15172 PRINT@128,"";
15180 J=128:FORI=0TO23:IFVAL(OBJET(I,2))=LTHENGOSUB4520
15190 NEXTI
15200 FORI=28TO31:IFVAL(OBJECT(I,2))<=LANDVAL(OBJECT(I,3))>=LTHE
  NGOSUB4520
15210 NEXTI
15220 FORI=36TO37:IFVAL(OBJET(I,2))=LORVAL(OBJET(I,3))=LTHENGOSU
  B4520
15230 NEXTI
15240 FORI=0TO11
15250 IFDOO(I,0)<>LTHEN15280
15255 IFL=1THENGOSUB4700
15260 IFDOO(I,2)=1THENPRINT"CLOSED ";:GOTO15280
15270 PRINT"OPEN ";
15280 NEXT
15285 IFPOS(0)+LEN(N(L,1))>15THENJ=J+64:PRINT@J,"";
15290 IFLEN(N(L,1))>15ANDJ<704THENGOSUB4550:GOTO15300
15295 PRINTN(L,1);
15300 IFN(L,2)=""THEN15420
15305 J=J+64:IFJ<704 THENPRINT@J,"";
15310 PRINT"OBVIOUS EXITS -";
15315 J=J+64:IFJ<704THENPRINT@J,"";
15320 X1=0:FOR1=1TO6
15330 M=MID$(N(L,2),I,1)
15340 IFM="N"THENPRINT"NOR ";:X1=X1+1
15350 IFM="S"THENPRINT"SOU ";:X1=X1+1
15360 IFM="E"THENPRINT"EAS ";:X1=X1+1
15370 IFM="W"THENPRINT"WES ";:X1=X1+1
15380 IFM="U"THENPRINT"UP ";:X1=X1+1
15390 IFM="D"THENPRINT"DOW ";:X1=X1+1
15395 IFX1>3THENJ=J+64:IFJ<704THENPRINT@J,"";
15400 NEXT
15420 PRINT@960,"WHAT DO I DO NOW";
15430 INPUTQ
15440 IFA1<15AND OBJET(13,2)="-3"THENIFRND(3)<3THENPRINT"I'M RUN
  NING LOW ON AIR"
15450 IFQ<>"SET SAIL"ORL<>11THEN15500
15460 IFN(11,3)="5"THENN(11,3)="12":GOTO15480
15470 N(11,3)="5"
15480 PRINT"AFTER THREE FUN DAYS AT SEA..."
15490 GOTO15000
15500 IFQ<>"GET UP"ORL<>15THEN15520
15510 L=14:GOTO19560
15520 X1=LEN(Q)
15530 IFX1>2THEN15570
15540 IFX1=1THEN16040
15550 PRINT"WHAT?"
15560 GOTO15000
15570 FORX2=3TOX1
15580 M1=MID$(Q,X2,1)
15590 IFM1=CHR$(32)THEN15620
15600 NEXTX2
15610 X2=X1
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15620 M1=LEFT$(Q,3)
15630 IFX2<>X1ANDX2+3>X1THEN19520
15640 REM  *** FIND COMMAND ***
15650 FORI=0TO62
15660 IFM1=COMND(I)THEN15710
15670 NEXTI
15680 IFX2=X1THEN19520
15690 GOTO19550
15700 REM *** WAS IT A DIRECTION? ***
15710 IFI<7THENJ=I:GOTO15960
15720 REM  *** ONE WORD COMMANDS ***
15730 IFI<17THEN16200
15740 M1=MID$(Q,X2+1,3)
15750 IFI<23THEN15820
15760 REM  *** FIND OBJECT MATCH ***
15770 FORJ=0TO39
15780 IFM1=OBJET(J,1)THEN17270
15790 NEXT
15800 J=0
15810 REM *** EXITS POSSIBLE ***
15820 IFN(L,1)=""THEN15960
15830 Z=1
15840 A=Z
15850 X1=LEN(N(L,1))
15860 FORX2=5TOX1
15870 IFMID$(N(L,1),X2,1)<>CHR$(46)ANDX2<>X1THEN15920
15880 M=MID$(N(L,1),Z,3)
15890 IFM=M1THENX1=A:GOTO16090
15900 Z=X2+2
15910 A=A+1
15920 NEXTX2
15930 IFI>26THEN17900
15940 IFI>22THEN19550
15950 REM *** COMPASS DIRECTIONS - THREE LETTER ***
15960 FORI=1TO6
15970 IFM1=COMND(I)THEN16040
15980 NEXT
15990 IFJ<>0THEN19540
16000 IFM1<>COMND(0)THEN19530
16010 IFZ1<30PRINT"IT'S TOO SOON TO BE ASKING FOR HINTS!!":GOTO1
  5000
16020 GOTO19830
16030 REM *** COMPASS DIRECTIONS - ONE LETTER ***
16040 FORX1=1TO6
16050 M=MID$(N(L,2),X1,1)
16060 IFM=QORM=LEFT$(M1,1)THEN16090
16070 NEXT
16080 GOTO19540
16090 L1=VAL(N(L,X1+2))
16100 IFI>25THENA=0:GOTO17900
16110 IFI>22THEN19530
16120 IFM<>"DOO"THEN16170
16130 FORI1=0TO11:IFDOO(I1,0)<>LTHEN16160
16140 IFDOO(I1,1)=1THEN19760
```

```
16150 IFDOO(I1,2)=1THEN19770
16160 NEXTI1
16170 IFL1<>0THENL=L1:GOTO19560
16180 GOTO19550
16190 REM *** ONE WORD COMMANDS ***
16200 ONI-7GOSUB16310,16430,16620,16740,16950,16980,17090,17180,
  17210
16210 IFI<>7THEN15000
16220 REM *** QUIT ***
16230 PRINT"OK"
16240 GOSUB16440
16250 PRINT"DO YOU WANT TO PLAY ANOTHER GAME";
16260 INPUTQ
16270 IFLEFT$(Q,1)="Y"THENRUN
16280 IFLEFT$(Q,1)<>"N"THEN16250
16290 NEW
16300 REM *** SAVE GAME ***
16310 INPUT"IS THE TAPE PLAYER READY";Q
16320 IFQ<>"Y"THENPRINT"NO SAVE PERFORMED.":RETURN
16330 PRINT#-1,A1,B,D,F,H1,IM,IN,L,L2,L3,S,S1,T,T1,W,Z1
16340 FORI=0TO21:PRINT#-1,OBJET(I,0),OBJET(I,1),OBJET(I,2),OBJET
  (I,3):NEXT
16350 FORI=0TO11:PRINT#-1,DOO(I,0),DOO(I,1),DOO(I,2):NEXT:RETURN

16360 INPUT"PRESS ENTER WHEN THE TAPE RECORDER IS READY. READY";
  Q
16370 IFLEFT$(Q,1)<>"Y"THENRETURN
16380 INPUT#-1,A1,B,D,F,H1,IM,IN,L,L2,L3,S,S1,T,T1,W,Z1
16390 FORI=0TO21:INPUT#-1,OBJET(I,0),OBJET(I,1),OBJET(I,2),CHR$(
  34);OBJET(I,3);CHR$(34):NEXT
16400 FORI=0TO11:INPUT#-1,DOO(I,0),DOO(I,1),DOO(I,2):NEXT
16410 RETURN
16420 REM *** SCORING ***
16430 IFL<>13THEN19570
16440 Z=0:FORI= 16TO21
16450 J=VAL(OBJET(I,2))
16460 IFJ=LORJ=-1THENZ=Z+1
16470 NEXT
16480 PRINT"I HAVE"Z"TREASURES, TOTALING"Z/6*100"%"
16490 IFZ=6THEN16510
16500 GOTO19580
16510 PRINT:IFS>0THENPRINT"SINCE YOU HAD TO USE THE SAVE ROUTINE
  ":GOTO19800
16520 IFH1>0THENPRINT"SINCE YOU HAD TO USE THE HINTS...":GOTO198
  00
16530 IFD>0THENPRINT"IF YOU HADN'T KILLED YOUR ANDROID, YOU WOUL
  D HAVE RATED..."
16540 IFZ1<95THENPRINT"A PROFESSIONAL"
16550 IFZ1>94ANDZ1<120THENPRINT"AN EXPERT"
16560 IFZ1>119ANDZ1<200THENPRINT"A VERY GOOD"
16570 IFZ1>199ANDZ1<300THEN19800
16580 IFZ1>299THENPRINT"A NOVICE"
16590 PRINT"ADVENTURER, FINISHED IN"Z1"MOVES."
16600 GOTO16250
```

```
16610 REM *** HELP **
16620 J=VAL(N(L,9))
16630 ONJGOTO16640,16650,16660,16670,16680,16690,16700,16710,167
  20
16640 PRINT"TRY EXAMINING THINGS.":RETURN
16650 PRINT"TRY DIGGING.":RETURN
16660 PRINT"TRY PUSHING ONE OF THE MEDALLION'S JEWELS.":RETURN
16670 PRINT"DON'T STOP HERE.":RETURN
16680 PRINT"TRY 'SET SAIL'":RETURN
16690 PRINT"WELL, GET UP, LAZY!":RETURN
16700 PRINT"DO YOU HAVE THE CYLINDER?":RETURN
16710 PRINT"TRY 'TRADE TANKS'.":RETURN
16720 PRINT"PUSH THE MEDALLION'S DIAMOND.":RETURN
16730 REM *** INVENTORY ***
16740 PRINT"I HAVE :";
16750 IFOBJET(13,2)="-3"THENPRINT"THE SCUBA GEAR, WHICH I'M WEAR
  ING."
16760 IFIM>0THEN16780
16770 PRINT"NOTHING!":RETURN
16780 FORI=0TO21
16790 IFI=1THEN16830
16800 IFVAL(OBJET(I,2))<>-1THEN16830
16810 IF(L2=1ANDI=5)OR(L3=1ANDI=6ANDF=0)THENPRINT"LIT ";
16820 PRINTOBJET(I,0)". ";
16830 NEXT
16840 IFVAL(OBJET(1,2))<>-1THENPRINT:RETURN
16850 PRINT:PRINT"THE ";OBJET(1,0)", WHICH CONTAINS";
16860 IFIN=0THENPRINT" : NOTHING !":RETURN
16870 PRINT" : ";
16880 FORI=0TO21
16890 IFI=1THEN16910
16900 IFVAL(OBJET(I,2))=-2THENPRINTOBJET(I,0)". ";
16910 NEXT
16920 PRINT
16930 RETURN
16940 REM *** LISTEN ***
16950 PRINT"I CAN HEAR NOTHING UNUSUAL."
16960 RETURN
16970 REM *** CLIMB ***
16980 IFL=8ORL=10THENIFRND(10)<2THEN17030
16990 IFL=8THENL=10:RETURN
17000 IFL=10THENL=8:RETURN
17010 IFL<>16THEN17060
17020 GOSUB19590
17030 PRINT"OH NO... I'M SLIPPING";
17040 FORI=1TO100:NEXT
17050 GOTO17190
17060 PRINT"CLIMB WHAT?"
17070 RETURN
17080 REM *** DIG ***
17090 IFL>11THENPRINT"ARE YOU KIDDING? I CAN'T DO THAT HERE.":RE
  TURN
17100 IFL<>6THENPRINT"OUCH,  HURT MY HANDS ON ROCKS!":GOTO17150
17110 IFVAL(OBJET(18,2))<>-6THEN17150
```

```
17120 PRINT"BOY, IS THE GROUND SOFT HERE.
HEY!  I FOUND SOMETHING!"
17130 OBJET(18,2)="6"
17140 RETURN
17150 PRINT"THERE'S NOTHING HERE."
17160 RETURN
17170 REM *** JUMP ***
17180 IFL<>10ANDL<>16THEN19590
17190 PRINT"I FELL 150 FEET TO THE ROCKS BELOW,
I'M DEAD."
17200 GOTO16250
17210 REM *** SWIM ***
17220 IFL<18THEN19600
17230 IFX1=X2THEN19610
17240 GOTO15770
17250 GOTO19610
17260 REM *** EXAMINE ***
17270 IFI>26THEN17900
17280 IFJ=0THEN15550
17290 X1=VAL(OBJET(J,3))
17300 X2=VAL(OBJET(J,2))
17310 IFJ>23THEN17660
17320 IFJ=15AND(OBJET(13,2)="-1"OROBJET(13,2)="-3")THEN17340
17330 IFL<>X2ANDX2<>-1ANDX2<>-2THEN19640
17340 IFLEN(OBJET(J,3))=2THEN17360
17350 PRINTRIGHT$(OBJET(J,3),LEN(OBJET(J,3))-2)
17360 IFX1=0THEN15000
17370 ONX1GOSUB17390,17410,17420,17440,17460,17470,17490,17510,1
  7530,17560,17570,17590,17610,17620,17630
17380 GOTO15000
17390 IFIN>0THENPRINT"AND THERE'S SOMETHING IN IT.":RETURN
17400 RETURN
17410 GOTO19630
17420 IFVAL(OBJET(21,2))=-14THENPRINT"AND THEY'RE HELD BACK BY A
   STRING OF "OBJET(21,0)".":OBJET(21,2)="14"
17430 RETURN
17440 IFI=26THENPRINT"AND IT SAYS  'BRING TREASURES HERE.  SAY <
  SCORE>.'
17450 RETURN
17460 PRINT"AN ODD BATTERY INDICATOR, IT SHOWS 'GOOD FOR"W" MOVE
  S'.":RETURN
17470 IFF=0THENPRINT"AND THE BATTERY IS GOOD.":RETURN
17480 PRINT"BUT THE WATER RUSTED IT UP.":RETURN
17490 IFB1=1THENPRINT"BUT THEY'RE CRUMBLING AWAY."
17500 RETURN
17510 IFVAL(OBJET(19,2))=-23THENPRINT"THERE'S SOMETHING UNDER IT
  !":OBJET(19,2)="23"
17520 RETURN
17530 IFS1=0THENPRINT"BUT THERE AREN'T ANY TRIDENTS LEFT.":RETUR
  N
17540 PRINT"IT'S LOADED WITH"S1;:IFS1=1THENPRINT" TRIDENT.":RETU
  RN
17550 PRINT" TRIDENTS.":RETURN
17560 PRINTA1" MOVES.":RETURN
```

```
17570 IFVAL(OBJET(17,2))=-4THENPRINT"THERE'S SOMETHING IN IT.":O
  BJET(17,2)="4"
17580 RETURN
17590 IFVAL(OBJET(20,2))=-28THENPRINT"I SEE SOMETHING.":OBJET(20
  ,2)="28"
17600 RETURN
17610 GOTO19650
17620 PRINT"IT'S BROKEN INTO PIECES.":RETURN
17630 IFVAL(OBJET(5,2))=-9THENPRINT"THERE'S SOMETHING HERE.":OBJ
  ET(5,2)="9"
17640 RETURN
17650 REM *** MULTIPLE LOCATION ITEMS ***
17660 IFJ>27THEN17690
17670 IFVAL(OBJET(18,2))<>-1THEN19620
17680 GOTO19530
17690 IFJ>32THEN17740
17700 IFL>X1ORL<X2THEN19640
17710 X1=L
17720 GOSUB17850
17730 GOTO15000
17740 ONJ-32GOSUB17760,17830,17830,17850,17850,17850,17870
17750 GOTO15000
17760 IFL=1THENGOSUB17820:PRINT"AND THERE'S THE OUTLINE OF A DOO
  R AROUND HIM.":IFDOO(0,0)=-1THENDOO(0,0)=1:N(L,1)="DOOR. "+N(L
  ,1):RETURN:ELSERETURN
17770 IFL=7THENGOSUB17820:PRINT"HE'S UNDERWATER, AND THE MEDALLI
  ON'S RUBY IS GLOWING!":RETURN
17780 IFL=19THENGOSUB17820:PRINT"THE OPAL IN IT APPEARS TO BE GL
  OWING!":RETURN
17790 IFL=21THENPRINT"THERE'S A PYRAMIDAL DEPRESSION IN THE WALL
  .":RETURN
17800 IFL=23THENGOSUB17820:PRINT"THE DIAMOND IN IT IS GLOWING.":
  RETURN
17810 GOTO19630
17820 PRINT"I SEE A BASE RELIEF SCULPTURE OF A MAN WEARING A MED
  ALLION.":RETURN
17830 IFL=2ORL=17ORL=19ORL=21ORL=24ORL=4THENPRINT"THERE'S A HEXA
  GON PAINTED ON IT.":RETURN
17840 GOTO19630
17850 IFL=X1ORL=X2THENPRINTRIGHT$(OBJET(J,3),LEN(OBJET(J,3))-2):
  RETURN
17860 GOTO19660
17870 IFL=1ORL=2ORL=13ORL=14ORL=15ORL=18ORL=21ORL=23ORL=22ORL=24
  ORL=26ORL=29THENGOTO19650
17880 PRINT"WHAT DOOR?":RETURN
17890 REM *** GET, TAKE, PICKUP, MOVE, GRAB, UNLOAD ***
17900 IFI>31THEN18040
17910 IFA=0ANDI>26ANDI<48THEN19680
17920 IFJ>21THEN19680
17930 IFJ=11THENPRINT"I CAN'T DO THAT, THAT'S STEALING!":GOTO150
  00
17940 IFJ=9THENIFB1=0ORB2=0ORB3=0ORB4=0ORB5=0THENPRINT"THEY JUST
   CRUMBLE TO DUST.":GOSUB5000:IFB5=0THEN15000ELSEOBJET(9,0)="DU
  ST":OBJET(9,1)="DUS":OBJET(9,3)="00ACHOOO!":GOTO15000
```

```
17950 X1=VAL(OBJET(J,2))
17960 IFX1=-1THENPRINT"I ALREADY HAVE IT.":GOTO15000
17970 IFX1<>LAND(X1<>-2OROBJET(1,2)<>"-1")THEN19620
17980 IFIM>5THEN19670
17990 IM=IM+1
18000 OBJET(J,2)="-1"
18010 IFX1=-2THENIN=IN-1
18020 GOTO19560
18030 REM *** UNLOCK, UNLOAD, UNLIGHT ***
18040 IFI<>32THEN18170
18050 IFJ=5THENL2=0:GOTO19560
18060 IFJ=6THENL3=0:GOTO19560
18070 IFJ<>38THEN19550
18080 FORX2=0TO11
18090 IFDOO(X2,0)<>LTHEN18140
18100 IFDOO(X2,1)=0THENPRINT"IT'S ALREADY UNLOCKED.":RETURN
18110 IFOBJET(16,2)="-3"THENDOO(6,1)=0
18120 IFOBJET(17,2)="-3"THENDOO(9,1)=0
18130 GOTO19810
18140 NEXT
18150 GOTO19700
18160 REM *** DROP, PUT, PLACE, GIVE, TRADE, SET, LOAD, THROW, T
  OSS ***
18170 IFI>41THEN18530
18180 IFJ>39THEN19540
18190 X1=VAL(OBJET(J,2))
18200 IFX1<>-1ANDJ<>11THEN19690
18210 IFI<>39THEN18300
18220 IFJ<>14THEN19520
18230 INPUT"WITH WHAT";Q
18240 IFLEFT$(Q,3)<>"TRI"THEN19550
18250 IFOBJET(0,2)<>"-1"THEN19690
18260 OBJET(0,2)=""
18270 IM=IM-1
18280 S1=S1+1
18290 GOTO15000
18300 IFI=34ORI=35THEN18410
18310 IFI<>37ORJ<>11THEN18390
18320 IFT1=1THENPRINT"BUT THEY'RE EMPTY!":GOTO15000
18330 IFL=13THENGOSUB19920:IFZ=0THEN15000ELSEOBJET(11,2)="-1":IF
  X=-1THENIM=IM+1
18340 X1=VAL(OBJET(13,2)):IFX1<>LANDX1<>-1ANDX1<>-3THEN17990
18350 PRINT"OOPS, THE OLD TANKS LOST THEIR AIR WHEN I CHANGED
TO THE TWO NEW ONES, BUT THE NEW ONES ARE FINE!"
18360 A1=50
18370 T1=1
18380 GOTO19560
18390 IM=IM-1
18400 OBJET(J,2)=STR$(L):GOTO19560
18410 INPUT"IN WHAT";Q
18420 IFLEFT$(Q,3)="WAL"THENIFL=21ANDJ=16THENDOO(6,1)=0:DOO(6,2)
  =0:GOTO19820
18430 IFLEFT$(Q,3)="MET"THENIFL=26ANDJ=17THENDOO(9,1)=0:DOO(9,2)
  =0:GOTO19820
```

```
18440 IFLEFT$(Q,3)<>"KNA"THEN18390
18450 IFOBJET(J,2)<>"-1"THEN19690
18460 IFIN>5THEN19780
18470 IN=IN+1
18480 IM=IM-1
18490 OBJET(J,2)="-2"
18500 GOTO19560
18510 REM *** MISCELLANEOUS COMMANDS ***
18520 REM *** OPEN CLOSE ***
18530 IFI>43THEN18680
18540 IFJ=8THEN19710
18550 IFJ<>39THEN19560
18560 FORX1=0TO11
18570 IFDOO(X1,0)<>LTHEN18660
18580 IFI=43THEN18630
18590 IFDOO(X1,1)=1THEN19760
18600 IFDOO(X1,2)=0THENPRINT"IT'S ALREADY OPEN.":GOTO15000
18610 DOO(X1,2)=0
18620 GOTO19560
18630 IFDOO(X1,2)=1THENPRINT"IT'S ALREADY CLOSED.":GOTO15000
18640 DOO(X1,2)=1
18650 GOTO19560
18660 NEXT
18670 GOTO19700
18680 ONI-43GOSUB18700,18720,18760,19510,18850,19110,19110,19110
  ,19190,19220,19280,19310,19310,19310,19350,19350,19350,19360,1
  9440
18690 GOTO15000
18700 IFL>17THENPRINT"I'M UNDERWATER YOU DUMMY.":RETURN
18710 PRINT"I DON'T HAVE ANY MATCHES.":RETURN
18720 IFJ=5THENL2=1:GOTO19590
18730 IFF=1THEN17440
18740 IFJ=6THENL3=1:GOTO19590
18750 GOTO18700
18760 IFJ=29ANDL>29THENPRINT"I CAN'T REACH HIM.":RETURN
18770 IFJ<18ORJ>27THEN19510
18780 IFOBJET(18,2)<>"-1"THEN19730
18790 IFJ=26ANDL=23THENPRINT"THE SCULPTURE MOVED.":IFDOO(11,0)=-
  23THENDOO(11,0)=23:N(L,1)="DOOR.":RETURN:ELSERETURN
18800 IFJ=24THENOBJET(J,2)="-4":T=2:PRINT"IT GLOWED BRIEFLY!":RE
  TURN
18810 IFJ=25ANDL=20THEND=D+1:L=RND(10):RETURN
18820 IFJ<>27THEN19510
18830 IFL=2ORL=4ORL=17ORL=19ORL=21THENL=VAL(N(L,8)):CLS:RETURN
18840 GOTO19510
18850 REM *** SHOOT ***
18860 IFJ=14THEN19050
18870 INPUT"WITH WHAT";Q
18880 IFLEFT$(Q,3)<>"SPE"THEN19720
18890 IFOBJET(14,2)<>"-1"THEN19730
18900 IFS1=0THEN17530
18910 IFJ<>29THEN18960
18920 IFL<30THEN19740
18930 PRINT"I GOT'IM!   UH OH!
HE'S MAD.  HE ATTACKS AND KILLS ME!
I'M DEAD."
```

```
18940 L=20
18950 RETURN
18960 IFJ<>32THEN18990
18970 IFL<19ORL>29THEN19600
18980 IFRND(10)<2THENPRINT"GOT ONE!  BUT IT SWAM AWAY WITH THE T
  RIDENT.":S1=S1-1:RETURN
18990 GOSUB19750
19000 GOTO19020
19010 GOSUB19590
19020 S1=S1-1
19030 OBJET(0,2)=STR$(L)
19040 RETURN
19050 INPUT"AT WHAT";Q
19060 FORJ=0TO39
19070 IFOBJET(J,1)=LEFT$(Q,3)THEN18890
19080 NEXT
19090 GOTO19720
19100 REM *** BREAK, HIT, KICK ***
19110 IFJ>21THEN19510
19120 X1=VAL(OBJET(J,2))
19130 IFX1<>LANDX1<>-1THEN19740
19140 IFX1=-1THENIM=IM-1
19150 IFX1=-2THENIN=IN-1
19160 OBJET(J,2)=STR$(L)
19170 OBJET(J,3)="14"
19180 RETURN
19190 IFJ=29ANDL>29THEN18930
19200 GOSUB19590
19210 GOTO19510
19220 IFJ<>39THEN19720
19230 FORX2=0TO11
19240 IFDOO(X2,0)<>LTHEN19270
19250 IFDOO(X2,1)=1THENPRINT"IT'S ALREADY LOCKED.":RETURN
19260 GOTO19810
19270 NEXT:PRINT"WHAT DOOR?":RETURN
19280 GOSUB19590
19290 PRINTRIGHT$(Q,LEN(Q)-4)
19300 RETURN
19310 IFJ<>29ANDJ<>32THEN19720
19320 PRINT"IT'S TOO FAST FOR ME."
19330 RETURN
19340 PRINT"I CAN'T DO THAT, I'M NOT REALLY ALIVE."
19350 RETURN
19360 IFJ=18THENPRINT"IT DOESN'T HAVE A CHAIN.":RETURN
19370 IFJ<>13THEN19500
19380 IFVAL(OBJET(J,2))=-3THENPRINT"I AM WEARING IT!":RETURN
19390 IFVAL(OBJET(J,2))<>LANDVAL(OBJET(J,2))<>-1THEN19740
19400 IFIM>5THEN19790
19410 GOSUB19590
19420 IM=IM-1:OBJET(J,2)="-3"
19430 RETURN
19440 IFJ<>13THEN19500
19450 IFVAL(OBJET(J,2))<>-3THEN19730
19460 IFIM>5THEN19790
```

```
19470 OBJET(J,2)="-1"
19480 IM=IM+1
19490 GOTO19590
19500 PRINT"HUH???":RETURN
19510 PRINT"NOTHING HAPPENED.":RETURN
19520 PRINT"I MUST BE DUMB, I DON'T UNDERSTAND YOU.":GOTO15000
19530 PRINT"I CAN SEE NOTHING SPECIAL.":GOTO15000
19540 PRINT"I DON'T KNOW  WHAT YOU WANT.":GOTO15000
19550 PRINT"SORRY, I CAN'T DO THAT.":GOTO15000
19560 PRINT"OK":GOTO15000
19570 PRINT"I CAN'T, I'M IN THE WRONG PLACE.":RETURN
19580 PRINT"I DON'T HAVE ALL OF THE TREASURE !":RETURN
19590 PRINT"OK":RETURN
19600 PRINT"I'M NOT IN WATER, DUMMY.":RETURN
19610 PRINT"I AM SWIMMING!":GOTO15000
19620 PRINT"IT'S NOT HERE.":GOTO15000
19630 PRINT"I SEE NOTHING OF INTEREST.":RETURN
19640 PRINT"I CAN'T DO THAT.... YET!":GOTO15000
19650 PRINT"I SEE NOTHING SPECIAL.":RETURN
19660 PRINT"WHERE?":RETURN
19670 PRINT"MY HANDS ARE FULL.":GOTO15000
19680 PRINT"I MAY BE STRONG, BUT I'M NOT THAT STRONG!":GOTO15000

19690 PRINT"I DON'T HAVE IT!":GOTO15000
19700 PRINT"WHAT DOOR?":GOTO15000
19710 PRINT"IT DOESN'T HAVE A LID.":GOTO15000
19720 PRINT"WHAT?":RETURN
19730 PRINT"I DON'T HAVE IT!":RETURN
19740 PRINT"IT'S NOT HERE.":RETURN
19750 PRINT"MISSED.":RETURN
19760 PRINT"I CAN'T, IT'S LOCKED!":GOTO15000
19770 PRINT"I CAN'T, ITS CLOSED.":GOTO15000
19780 PRINT"ITS FULL!":GOTO15000
19790 PRINT"MY HANDS ARE FULL.":RETURN
19800 PRINT"YOU ARE AN AVERAGE ADVENTURER, YOU ";:GOTO16590
19810 PRINT"I DON'T HAVE A KEY!":GOTO15000
19820 PRINT"HEY, IT DID SOMETHING!":GOTO15000
19830 IFH1>6THENPRINT"SORRY, OUT OF HINTS!":GOTO15000
19840 GOSUB19920:IFZ=0THEN15000
19850 ONH1GOSUB19860,19870,19880,19890,19900,19910:H1=H1+1:GOTO1
  5000
19860 PRINT"TO LEAVE THE UNDERWATER TEMPLE REQUIRES THE BURIED M
  EDALLION.":RETURN
19870 PRINT"TO CHANGE AIR TANKS, TRADE TANKS.":RETURN
19880 PRINT"KEYS DON'T ALWAYS LOOK LIKE KEYS, SOME ARE CYLINDERS
  .":RETURN
19890 PRINT"THE MEDALLION'S RUBY WILL LET YOU STAY UNDERWATER.":
  RETURN
19900 PRINT"ONLY TWO TREASURES ARE UNDERWATER.":RETURN
19910 PRINT"THE SAPPHIRE CAN GET YOU OUT OF DAVY JONES LOCKER.":
  RETURN
19920 Z=0:FORI=16TO21:X=VAL(OBJET(I,2)):IFX=-1ORX=-2ORX=LTHENZ=Z
  +1
```

```
19930 NEXT:IFZ=0THENIFI=37THENPRINT"I HAVEN'T ANYTHING OF VALUE.
  ":RETURN:ELSEZ=-1:RETURN
19940 INPUT"IT'LL COST A TREASURE!  WHICH ONE";Q
19950 FORI=16TO21:IFLEFT$(Q,3)=OBJET(I,1)THEN19970
19960 NEXT:PRINT"THAT'S NOT A TREASURE":Z=0:RETURN
19970 X=VAL(OBJET(I,2)):IFX<>-1ANDX<>-2ANDX<>LTHENZ=0:GOTO19740
19980 FORJ=0TO3:OBJET(I,J)="":NEXT:PRINT"EXCELLENT CHOICE."
19990 IFX=-1THENIM=IM-1
20000 IFX=-2THENIN=IN-1
20010 RETURN
```

The above listing is the compacted complete version of Atlantean Odyssey. It will run in 48K RAM with 1 file allocated. For convenience, the expanded version of the graphics is listed below.

```
10 DIM D(11, 3) :
1000 PRINT@ 900, "" : INPUT "LOCATION"; L : GOSUB 1030 : GOTO 10
  00
1030 PRINT@ 0, CHR$(30) : PRINT : PRINT : PRINT : PRINT : PRINT
  : PRINT : PRINT : PRINT : PRINT
1040 GOSUB 2960
1050 ON L GOTO 1080, 1130, 1190, 1270, 1350, 1410, 1460, 1550, 1
  610, 1650, 1700, 1730, 1770, 1840, 1910, 1980, 2020, 2090, 216
  0, 2220, 2230, 2320, 2370, 2410, 2480, 2510, 2530, 2620, 2690,
   2740, 2760, 2780
1080 GOSUB 3040
1090 GOTO 3140
1130 GOSUB 2960
1140 GOSUB 3480
1150 GOSUB 4360
1160 GOTO 4420
1190 GOSUB 3480
1200 GOSUB 3500
1210 GOSUB 3530
1220 GOSUB 3630
1230 GOSUB 3670
1240 GOTO 3860
1270 GOSUB 3480
1280 GOSUB 3500
1290 GOSUB 3530
1300 GOSUB 3630
1310 GOTO 3670
1350 GOSUB 2830
1360 GOSUB 2890
1370 GOTO 3000
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1410 GOSUB 3190
1420 GOSUB 3230
1430 GOTO 3000
1460 GOSUB 3480
1470 GOSUB 3500
1480 GOSUB 3530
1490 GOSUB 3690
1500 GOSUB 3630
1510 I = 15599 : GOTO 4400
1550 GOSUB 2890
1560 GOTO 3280
1610 GOSUB 3040 : GOTO 3170
1650 GOSUB 3300
1660 GOSUB 3330
1670 GOTO 3350
1700 GOTO 3560
1730 GOSUB 2960
1740 GOTO 3400
1770 GOSUB 3480
1780 GOSUB 3500
1790 GOSUB 3530
1800 GOSUB 3630
1810 GOTO 3880
1840 GOSUB 3480
1850 GOSUB 3500
1860 GOSUB 3530
1870 GOSUB 4360
1880 GOTO 4460
1910 GOSUB 3480
1920 GOSUB 3500
1930 GOSUB 3530
1940 GOSUB 3630
1950 GOTO 3760
1980 GOSUB 3530
1990 GOTO 3810
2020 GOSUB 3480
2030 GOSUB 3500
2040 GOSUB 3530
2050 GOSUB 4190
2060 GOSUB 4330
2070 GOTO 4420
2090 I = 15378 : GOSUB 3940
2110 GOSUB 3920
2120 I = 15411 : GOSUB 3940 : GOSUB 3950 : I = 15570 : GOSUB 394
  0 : GOSUB 3960 : I = 15603 : GOSUB 3940 : GOSUB 3970
2130 I = 15762 : GOSUB 3940 : GOSUB 3990 : GOSUB 4050 : I = 1579
  5 : GOSUB 3940 : GOSUB 3990 : GOTO 4010
2160 GOSUB 3480
2170 GOSUB 3500
2180 GOSUB 3530
2190 GOSUB 3690
2200 I = 15585 : GOSUB 4400
2210 GOTO 4420
2220 RETURN
```

```
2230 REM L=21
2250 GOSUB 3480
2260 GOSUB 3500
2270 GOSUB 3530
2280 GOSUB 4360
2290 GOTO 4420
2320 GOSUB 3480
2330 GOSUB 3500
2335 GOSUB 4440
2340 GOSUB 3530
2350 GOTO 3690
2370 I = 15585 : GOTO 4400
2410 GOSUB 3480
2420 GOSUB 3500
2430 GOSUB 3530
2440 GOSUB 4330
2450 GOTO 4360
2480 GOTO 3720
2510 GOTO 3590
2530 GOSUB 3920
2540 FOR I2 = 15378 TO 15411 STEP 11 : I = I2 : GOSUB 3940 : GOS
  UB 2580 : I = I2 + 192 : GOSUB 3940 : GOSUB 2580 : NEXT : FOR
  I = 15762 TO 15795 STEP 11 : GOSUB 3940 : GOSUB 3990 : ON RND(
  3) GOSUB 3990, 4010, 4030 : NEXT
2560 GOTO 4090
2580 ON RND(4) GOTO 2590, 3950, 3960, 3970
2590 RETURN
2620 GOSUB 3480
2630 GOSUB 3500
2640 GOSUB 3530
2650 GOSUB 4110
2660 I = 15637 : GOSUB 3200 : I = 15737 : GOTO 3200
2690 GOSUB 3480
2700 GOSUB 3500
2710 GOSUB 3530
2720 GOSUB 4170
2730 GOTO 4330
2740 GOTO 2890
2760 GOTO 2890
2780 GOTO 2890
2820 REM **** SAILBOAT ****
2830 POKE 15402, 176 : POKE 15403, 140 : POKE 15404, 159 : POKE
  15405, 147 : POKE 15406, 131 : POKE 15463, 176 : POKE 15464, 1
  40 : POKE 15465, 131
2840 POKE 15468, 149 : POKE 15469, 130 : POKE 15470, 164 : POKE
  15524, 140 : POKE 15525, 140 : POKE 15526, 143 : POKE 15527, 1
  40
2841 POKE 15528, 140 : POKE 15529, 140 : POKE 15530, 140 : POKE
  15531, 140 : POKE 15532, 157 : POKE 15533, 140 : POKE 15534, 1
  40 : POKE 15535, 141
2850 POKE 15585, 131 : POKE 15586, 131 : POKE 15587, 131 : POKE
  15588, 139 : POKE 15589, 179 : POKE 15590, 179 : POKE 15591, 1
  79 : POKE 15592, 179
2855 POKE 15593, 179 : POKE 15594, 179 : POKE 15595, 179 : POKE
  15596, 179 : POKE 15597, 179
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2860 POKE 15598, 179 : POKE 15599, 179 : POKE 15600, 179 : POKE
  15601, 179 : POKE 15602, 179 : POKE 15603, 179 : POKE 15604, 1
  79 : POKE 15605, 167
2870 RETURN
2880 REM **** BEACH ****
2890 Y = 1 : POKE 15761, 157 : FOR I = 15762 TO 15807
2900 X = RND(3) : IF ABS(Y - X) > 1 THEN 2900
2910 Y = X : ON X GOSUB 2920, 2930, 2940 : NEXT : RETURN
2920 POKE I, 131 : RETURN
2930 POKE I, 140 : RETURN
2940 POKE I, 176 : RETURN
2950 REM **** BORDER ****
2960 FOR I = 16018 TO 16063 : POKE I, 176 : NEXT
2970 FOR I = 15441 TO 16016 STEP 64 : POKE I, 149 : NEXT
2980 POKE 16017, 181 : RETURN
2990 REM **** OLD STONE ROAD ****
3000 POKE 15767, 188 : POKE 15771, 188 : POKE 15828, 176 : POKE
  15829, 188 : POKE 15830, 143 : POKE 15831, 131 : POKE 15832, 1
  76 : POKE 15833, 188
3005 POKE 15834, 143 : POKE 15835, 131
3010 POKE 15891, 190 : POKE 15892, 135 : POKE 15893, 129 : POKE
  15894, 160 : POKE 15895, 190 : POKE 15896, 159 : POKE 15897, 1
  29 : POKE 15890, 184
3020 POKE 15954, 191 : POKE 15955, 191 : POKE 15958, 191 : POKE
  15959, 191 : POKE 16018, 191 : POKE 16019, 191 : POKE 16022, 1
  91 : POKE 16023, 191 : RETURN
3030 REM *** CAVE & GROTTO ****
3040 POKE 15386, 176 : POKE 15387, 140 : POKE 15388, 131 : POKE
  15393, 160 : POKE 15394, 152 : POKE 15395, 188 : POKE 15396, 1
  31 : POKE 15397, 131
3045 POKE 15398, 131 : POKE 15399, 131 : POKE 15400, 131 : POKE
  15401, 137 : POKE 15402, 140
3050 POKE 15403, 176 : POKE 15404, 144 : POKE 15412, 130 : POKE
  15413, 137 : POKE 15414, 164 : POKE 15415, 144 : POKE 15447, 1
  76 : POKE 15448, 140
3055 POKE 15449, 131 : POKE 15455, 184 : POKE 15456, 150 : POKE
  15457, 129 : POKE 15459, 133
3060 POKE 15468, 130 : POKE 15469, 137 : POKE 15470, 140 : POKE
  15471, 176 : POKE 15478, 170 : POKE 15479, 135 : POKE 15480, 1
  37 : POKE 15481, 164
3065 POKE 15482, 176 : POKE 15508, 160 : POKE 15509, 140 : POKE
  15510, 131 : POKE 15511, 159
3070 POKE 15517, 160 : POKE 15518, 134 : POKE 15519, 170 : POKE
  15536, 141 : POKE 15537, 144 : POKE 15542, 170 : POKE 15547, 1
  37 : POKE 15548, 144
3075 POKE 15571, 152 : POKE 15572, 129 : POKE 15580, 152 : POKE
  15581, 129 : POKE 15601, 181
3080 POKE 15612, 130 : POKE 15613, 164 : POKE 15633, 160 : POKE
  15634, 134 : POKE 15643, 151 : POKE 15665, 138 : POKE 15666, 1
  48 : POKE 15678, 137
3085 POKE 15679, 144 : POKE 15697, 159 : POKE 15706, 154
3090 POKE 15730, 173 : POKE 15743, 175 : POKE 15770, 149 : POKE
  15441, 128 : POKE 15505, 128 : POKE 15569, 128
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3100 POKE 15794, 138 : POKE 15795, 176 : POKE 15796, 176 : POKE
  15797, 176 : POKE 15798, 176 : POKE 15799, 176 : POKE 15807, 1
  70 : POKE 15832, 176
3101 POKE 15833, 140 : POKE 15834, 131 : POKE 15864, 137 : POKE
  15865, 140 : POKE 15866, 164 : POKE 15867, 144 : POKE 15871, 1
  70
3110 POKE 15893, 176 : POKE 15894, 140 : POKE 15895, 131 : POKE
  15931, 130 : POKE 15932, 164 : POKE 15933, 144 : POKE 15935, 1
  70 : POKE 15955, 176
3115 POKE 15956, 134 : POKE 15996, 138 : POKE 15997, 164 : POKE
  15999, 170 : POKE 16018, 182 : POKE 16062, 187 : POKE 16063, 1
  90
3120 RETURN
3130 REM *** END OF CAVE ***
3140 POKE 15647, 160 : POKE 15649, 160 : POKE 15711, 191 : POKE
  15712, 189 : POKE 15713, 186 : POKE 15714, 180 : POKE 15715, 1
  40 : POKE 15716, 131
3145 POKE 15717, 131 : POKE 15718, 131 : POKE 15719, 131 : POKE
  15720, 131 : POKE 15721, 131
3150 POKE 15722, 131 : POKE 15723, 140 : POKE 15724, 140 : POKE
  15725, 140 : POKE 15726, 140 : POKE 15727, 176 : POKE 15771, 1
  76 : POKE 15772, 176
3151 POKE 15773, 140 : POKE 15774, 174 : POKE 15775, 191 : POKE
  15776, 191 : POKE 15777, 191 : POKE 15778, 191 : POKE 15792, 1
  31
3160 POKE 15793, 131 : POKE 15794, 142 : RETURN
3170 POKE 15924, 191 : POKE 15925, 191 : POKE 15926, 191 : POKE
  15860, 160 : POKE 15861, 148 : POKE 15862, 170 : POKE 15961, 1
  84 : POKE 15863, 144 : RETURN
3180 REM *** JUNGLE TREES ***
3190 I = 15447 : GOSUB 3200 : I = 15442 : GOSUB 3200 : I = 15505
   : GOSUB 3200 : I = 15410 : GOSUB 3200 : I = 15605 : GOSUB 320
  0 : I = 15482 : GOSUB 3200
3200 POKE I, 184 : POKE I + 1, 190 : POKE I + 2, 191 : POKE I +
  3, 173 : POKE I + 4, 180 : POKE I + 63, 174 : POKE I + 64, 157
   : POKE I + 65, 189 : POKE I + 66, 159
3201 POKE I + 67, 159 : POKE I + 68, 187 : POKE I + 69, 157 : PO
  KE I + 128, 139 : POKE I + 129, 174 : POKE I + 130, 190 : POKE
   I + 131, 158 : POKE I + 132, 135 : POKE I + 194, 191
3210 POKE I + 258, 191 : POKE I + 322, 191 : RETURN
3220 REM *** TEMPLE ***
3230 POKE 15386, 160 : FOR I = 15387 TO 15409 : POKE I, 180 : NE
  XT I : FOR I = 15473 TO 15729 STEP 64 : POKE I, 149 : NEXT I :
   I = 15451 : GOSUB 3250 : I = 15456
3235 GOSUB 3250 : I = 15463 : GOSUB 3250 : I = 15468 : GOSUB 325
  0
3240 POKE 15451, 151 : POKE 15515, 149 : POKE 15579, 149 : POKE
  15643, 149 : POKE 15707, 181 : RETURN
3250 POKE I, 130 : POKE I + 1, 191 : POKE I + 2, 129 : POKE I +
  3, 171 : POKE I + 4, 151 : POKE I + 65, 191 : POKE I + 67, 170
   : POKE I + 68, 149 : POKE I + 129, 191
3255 POKE I + 131, 170 : POKE I + 132, 149 : POKE I + 193, 191 :
   POKE I + 195, 170 : POKE I + 196, 149 : POKE I + 256, 160
3260 POKE I + 257, 191 : POKE I + 258, 144 : POKE I + 259, 186 :
   POKE I + 260, 181 : RETURN
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3270 REM *** SEA CAVE ENTRANCE ***
3280 POKE 15511, 141 : POKE 15510, 152 : POKE 15573, 151 : POKE
  15637, 133 : POKE 15636, 156 : POKE 15699, 170 : POKE 15763, 1
  42
3290 REM *** CLIFF & CAVE ENTRANCE ***
3300 POKE 15449, 131 : POKE 15450, 171 : POKE 15514, 138 : POKE
  15515, 176 : POKE 15579, 131 : POKE 15580, 149 : POKE 15644, 1
  49 : POKE 15708, 191
3305 POKE 15772, 143 : POKE 15512, 140 : POKE 15513, 144 : POKE
  15577, 149
3310 POKE 15641, 165 : POKE 15706, 169 : POKE 15770, 142 : RETUR
  N
3320 REM *** CRACK ***
3330 POKE 15511, 184 : POKE 15575, 169 : POKE 15639, 149 : POKE
  15703, 162 : POKE 15704, 132 : POKE 15767, 142 : RETURN
3340 REM *** TOP OF CLIFF ***
3350 FOR I = 15762 TO 15772 : POKE I, 131 : NEXT : POKE 15773, 1
  81 : POKE 15837, 131 : POKE 15838, 140 : POKE 15839, 176 : POK
  E 15826, 131 : POKE 15827, 140
3355 POKE 15828, 176 : POKE 15892, 138 : POKE 15893, 144 : POKE
  15957, 166
3360 FOR I = 15904 TO 15910 : POKE I, 179 : NEXT : POKE 15903, 1
  76 : POKE 15911, 131 : POKE 15912, 140 : POKE 15913, 176
3365 POKE 15975, 131 : POKE 15976, 140 : POKE 15977, 176
3370 POKE 15978, 131 : POKE 15979, 131 : POKE 15980, 141 : POKE
  15981, 140 : POKE 15982, 176 : POKE 16041, 179 : POKE 16042, 1
  88 : POKE 16047, 179
3375 POKE 16048, 190 : POKE 16049, 188 : POKE 15958, 176 : POKE
  15959, 176
3380 POKE 15960, 181 : POKE 16024, 187 : POKE 16030, 183 : POKE
  15966, 166 : POKE 16033, 187 : POKE 16034, 183 : POKE 15969, 1
  48
3385 POKE 16035, 181 : POKE 16036, 184 : RETURN
3390 REM *** DOCK ***
3400 FOR I = 15762 TO 15807 : POKE I, 176 : POKE I + 64, 176 : P
  OKE I + 192, 131 : NEXT : FOR I = 15955 TO 15999 STEP 2 : POKE
    I, 140 : NEXT : FOR I = 15894 TO 15929 STEP 7
3405 POKE I, 191 : NEXT : FOR I = 15838 TO 15843 : POKE I, 128 :
   POKE I + 64, 128 : POKE I + 128, 128 : NEXT
3410 POKE 15965, 191 : POKE 16029, 191 : POKE 15972, 191 : POKE
  16036, 191
3415 PRINT@ 100, "* P A W N S H O P
            *"; : FOR I = 15519 TO 15551 : POKE I, 131 : POKE I
  + 64, 131 : NEXT
3420 POKE 15583, 128 : POKE 15584, 128 : POKE 15585, 151 : POKE
  15587, 191 : POKE 15589, 171 : POKE 15590, 128 : POKE 15591, 1
  28 : POKE 15592, 128
3425 POKE 15593, 151 : POKE 15598, 171 : POKE 15599, 128
3430 POKE 15600, 128 : POKE 15601, 151 : POKE 15611, 171 : FOR I
   = 15612 TO 15615 : POKE I, 128 : NEXT : POKE 15649, 181 : POK
  E 15650, 176 : POKE 15651, 191
3435 POKE 15652, 176 : POKE 15653, 186 : POKE 15657, 149 : POKE
  15662, 170 : POKE 15665, 149
3440 PRINT@ 306, "OPEN";
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3450 POKE 15675, 170 : POKE 15739, 170 : FOR I = 15518 TO 15774
  STEP 64 : POKE I, 191 : NEXT : POKE 15721, 149 : POKE 15785, 1
  81 : POKE 15726, 170
3455 POKE 15790, 186 : POKE 15729, 181 : FOR I = 15730 TO 15738
  : POKE I, 176 : NEXT : POKE 15739, 186
3460 POKE 15457, 160 : POKE 15458, 134 : POKE 15459, 191 : POKE
  15479, 191 : POKE 15480, 137
3465 POKE 15481, 144 : FOR I = 15395 TO 15415 : POKE I, 176 : NE
  XT : RETURN
3470 REM *** ROOM CENTER ***
3480 FOR I = 15518 TO 15539 : POKE I, 176 : POKE I + 320, 176 :
  NEXT : FOR I = 15581 TO 15837 STEP 64 : POKE I, 170 : POKE I +
   22, 170 : NEXT : POKE 15859, 186
3490 REM *** ROOM TOP ***
3500 POKE 15446, 131 : POKE 15447, 137 : POKE 15448, 140 : POKE
  15449, 176 : POKE 15450, 144
3505 POKE 15514, 130 : POKE 15515, 131 : POKE 15516, 140 : POKE
  15517, 164 :
3510 POKE 15540, 140 : POKE 15541, 134 : POKE 15542, 131 : POKE
  15479, 176 : POKE 15480, 152 : POKE 15481, 140 : POKE 15482, 1
  31 : POKE 15483, 129
3515 POKE 15419, 160 : POKE 15420, 176 : POKE 15421, 140 : POKE
  15422, 134 : POKE 15423, 131
3520 REM *** ROOM BOTTOM ***
3530 POKE 16017, 189 : POKE 16018, 188 : POKE 16019, 179 : POKE
  16020, 177 : POKE 15956, 160 : POKE 15957, 176 : POKE 15958, 1
  40 : POKE 15959, 134
3535 POKE 15960, 131 : POKE 15897, 176 : POKE 15898, 152 : POKE
  15899, 140 : POKE 15900, 131 : POKE 15901, 129
3540 POKE 15924, 131 : POKE 15925, 137 : POKE 15926, 140 : POKE
  15927, 176 : POKE 15928, 144 : POKE 15992, 130 : POKE 15993, 1
  31 : POKE 15994, 140
3545 POKE 15995, 164 : POKE 15996, 176 : POKE 16061, 179 : POKE
  16062, 185 : FOR I = 15423 TO 16063 STEP 64 : POKE I, 191 : NE
  XT : RETURN
3550 REM *** SAILBOAT ***
3560 FOR I = 15763 TO 15807 STEP 3 : POKE I, 131 : POKE I + 1, 1
  51 : POKE I + 2, 131 : POKE I + 64, 184 : POKE I + 65, 189 : P
  OKE I + 66, 176 : NEXT
3565 FOR I = 15382 TO 15958 STEP 64 : POKE I, 191 : NEXT : FOR I
   = 15703 TO 15734 : POKE I, 140 : NEXT : POKE 15732, 142
3570 POKE 15668, 144 : POKE 15667, 137 : POKE 15602, 164 : POKE
  15601, 130 : POKE 15536, 144 : POKE 15535, 137
3575 POKE 15470, 164 : POKE 15469, 130 : POKE 15404, 144 : POKE
  15403, 137 : RETURN
3580 REM*** DOOR ***
3590 POKE 15454, 151 : FOR I = 15455 TO 15469 : POKE I, 131 : NE
  XT : POKE 15470, 171 : FOR I = 15518 TO 15966 STEP 64 : POKE I
  , 149 : POKE I + 16, 170 : NEXT
3595 POKE 15642, 191 : POKE 15643, 179 : POKE 15644, 191 : POKE
  16030, 181 : POKE 16046, 186
3600 IF D(9, 1) = 1 THEN POKE 15712, 183
3610 RETURN
3620 REM *** ROOM DOOR ***
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3630 POKE 15653, 151 : POKE 15654, 131 : POKE 15655, 131 : POKE
  15656, 131 : POKE 15657, 131 : POKE 15658, 171 : POKE 15717, 1
  49 : POKE 15781, 149
3635 POKE 15845, 181 : POKE 15722, 170 : POKE 15786, 170 : POKE
  15850, 186
3650 RETURN
3660 REM*** HALLWAY ***
3670 POKE 15845, 189 : POKE 15846, 188 : POKE 15847, 179 : POKE
  15848, 177 : POKE 15784, 160 : POKE 15785, 176 : POKE 15786, 1
  74 : RETURN
3680 REM *** COLUMNS ***
3690 FOR I = 15443 TO 15955 STEP 64 : POKE I, 191 : POKE I + 3,
  191 : POKE I + 38, 191 : POKE I + 41, 191 : NEXT : POKE 15958,
   143 : POKE 15993, 131
3695 FOR I = 15513 TO 15897 STEP 64 : POKE I, 191 : POKE I + 29,
   191 : NEXT : POKE 15926, 143
3700 FOR I = 15579 TO 15835 STEP 64 : POKE I, 170 : POKE I + 1,
  149 : NEXT : POKE 15515, 171 : POKE 15516, 156 : POKE 15481, 1
  90 : POKE 15899, 142 : RETURN
3710 REM *** NARROW PASSAGEWAY ***
3720 FOR I = 15398 TO 15422 : POKE I, 140 : POKE I + 640, 176 :
  NEXT : FOR I = 15461 TO 16037 STEP 64 : POKE I, 191 : POKE I +
   26, 191 : NEXT : POKE 15397, 188
3725 POKE 15423, 188 : POKE 16038, 179 : POKE 16063, 191 : POKE
  16062, 179
3730 FOR I = 15462 TO 15663 STEP 67 : POKE I, 131 : POKE I + 1,
  140 : POKE I + 2, 176 : POKE I + 332, 131 : POKE I + 333, 140
  : POKE I + 334, 176 : NEXT
3731 FOR I = 15484 TO 15667 STEP 61 : POKE I, 176 : POKE I + 1,
  140 : POKE I + 2, 131 : POKE I + 308, 176 : POKE I + 309, 140
  : POKE I + 310, 131 : NEXT
3740 POKE 15666, 176 : POKE 15729, 149 : POKE 15731, 170 : POKE
  15793, 141 : POKE 15794, 140 : POKE 15795, 142 : RETURN
3750 REM *** CANOPY BED ***
3760 FOR I = 15454 TO 15474 : POKE I, 176 : POKE I + 128, 130 :
  POKE I + 384, 179 : NEXT : POKE 15518, 182 : POKE 15538, 178 :
   POKE 15539, 180 : POKE 15838, 182
3765 POKE 15859, 190 : FOR I = 15507 TO 15514 : POKE I, 131 : PO
  KE I + 384, 140 : NEXT
3770 FOR I = 15543 TO 15550 : POKE I, 131 : POKE I + 384, 140 :
  NEXT : POKE 15897, 188 : POKE 15898, 156 : POKE 15927, 188 : P
  OKE 15928, 156
3771 FOR I = 15506 TO 15890 STEP 64 : POKE I, 170 : NEXT : POKE
  15441, 181 : POKE 15442, 144 : POKE 15889, 181 : POKE 15890, 1
  54
3780 POKE 15454, 140 : POKE 15453, 137 : POKE 15452, 131 : POKE
  15474, 152 : POKE 15475, 140 : POKE 15476, 131 : POKE 15477, 1
  29 : POKE 15413, 160
3785 POKE 15414, 176 : POKE 15415, 140 : POKE 15416, 134 : POKE
  15417, 131
3790 POKE 15377, 151 : POKE 15378, 131 : POKE 15379, 140 : POKE
  15380, 164 : POKE 15381, 176 : POKE 15383, 130 : POKE 15384, 1
  31 : POKE 15385, 140
3795 POKE 15386, 164 : POKE 15387, 176 : RETURN
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3800 REM *** BALCONY ***
3810 FOR I = 15775 TO 15793 STEP 4 : POKE I, 135 : POKE I + 1, 1
  87 : POKE I + 2, 147 : POKE I + 3, 175 : POKE I + 64, 180 : PO
  KE I + 65, 187 : POKE I + 66, 177 : POKE I + 67, 190
3815 NEXT : POKE 15774, 191 : POKE 15838, 191 : POKE 15795, 191
  : POKE 15859, 191
3820 POKE 15773, 174 : POKE 15772, 140 : POKE 15771, 176 : POKE
  15770, 160 : POKE 15796, 140 : POKE 15797, 164 : POKE 15798, 1
  76 : POKE 15830, 176
3825 POKE 15831, 152 : POKE 15832, 140 : POKE 15833, 131 : POKE
  15834, 129 : POKE 15863, 131 : POKE 15837, 170
3830 POKE 15864, 137 : POKE 15865, 140 : POKE 15866, 176 : POKE
  15867, 144 : POKE 15889, 181 : POKE 15890, 176 : POKE 15891, 1
  40 : POKE 15892, 134
3835 POKE 15893, 131 : POKE 15931, 130 : POKE 15932, 131 : POKE
  15933, 140 : POKE 15934, 164 : POKE 15935, 191
3840 RETURN
3850 REM *** CRACK IN WALL OF ROOM ***
3860 POKE 15832, 153 : POKE 15895, 170 : POKE 15638, 152 : POKE
  15702, 170 : POKE 15766, 166 : POKE 15830, 165 : POKE 15894, 1
  53 : POKE 15958, 186
3865 POKE 15768, 153 : POKE 15704, 155 : POKE 15640, 164 : POKE
  15639, 137 : RETURN
3870 REM *** COUNTER ***
3880 POKE 15770, 160 : POKE 15771, 176 : FOR I = 15772 TO 15791
  : POKE I, 140 : NEXT : POKE 15773, 142 : POKE 15792, 176 : FOR
   I = 15834 TO 15863 : POKE I, 131
3885 POKE I + 64, 176 : NEXT : POKE 15833, 151 : POKE 15857, 171
   : POKE 15897, 181
3890 POKE 15921, 186 : POKE 15864, 149 : POKE 15786, 142 : POKE
  15781, 141 : POKE 15718, 160 : POKE 15928, 149 : PRINT@ 237, "
  TRADE";
3895 PRINT@ 299, "TREASURE"; : PRINT@ 365, "HERE.";
3900 RETURN
3910 REM *** CITY SCAPE
3920 FOR I = 15954 TO 15999 : POKE I, 131 : NEXT : RETURN
3930 REM *** BASIC BLOCK ***
3940 FOR I1 = I TO I + 9 : POKE I1, 131 : NEXT : POKE I, 151 : P
  OKE I + 10, 171 : POKE I + 64, 149 : POKE I + 74, 170 : POKE I
   + 128, 149 : POKE I + 138, 170 : POKE I + 66, 183
3945 FOR I1 = I + 67 TO I + 71 : POKE I1, 179 : NEXT : POKE I +
  72, 187 : RETURN
3950 POKE I + 65, 183 : POKE I + 67, 187 : POKE I + 68, 183 : PO
  KE I + 70, 187 : POKE I + 71, 183 : POKE I + 73, 187 : RETURN

3960 POKE I + 68, 187 : POKE I + 69, 128 : POKE I + 70, 183 : RE
  TURN
3970 POKE I + 65, 183 : POKE I + 66, 187 : POKE I + 68, 183 : PO
  KE I + 70, 187 : POKE I + 72, 183 : POKE I + 73, 187 : RETURN

3980 REM *** STREET WINDOW
3990 FOR I1 = I + 66 TO I + 72 : POKE I1, 131 : POKE I1 + 64, 14
  0 : NEXT : POKE I + 65, 151 : POKE I + 73, 171 : POKE I + 129,
   141 : POKE I + 137, 142 : RETURN
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4000 REM *** DOOR ON LEFT ****
4010 POKE I + 67, 171 : POKE I + 68, 128 : POKE I + 69, 151 : PO
  KE I + 129, 149 : POKE I + 130, 128 : POKE I + 131, 170 : POKE
   I + 132, 128 : POKE I + 133, 141 : RETURN
4020 REM *** DOOR ON RIGHT ***
4030 POKE I + 69, 171 : POKE I + 70, 128 : POKE I + 71, 151 : PO
  KE I + 133, 142 : POKE I + 134, 128 : POKE I + 135, 149 : POKE
   I + 136, 128 : POKE I + 137, 170 : RETURN
4040 REM *** CENTER DOOR ***
4050 POKE I + 68, 171 : POKE I + 129, 149 : POKE I + 130, 128 :
  POKE I + 131, 128 : POKE I + 132, 170 : FOR I1 = I + 69 TO I +
   73 : POKE I1, 128 : POKE I1 + 64, 128 : NEXT
4060 REM *** PLAZA ***
4070 FOR I = 15773 TO 15783 : POKE I, 142 : NEXT : FOR I = 15784
   TO 15794 : POKE I, 141 : NEXT : POKE 15782, 160 : POKE 15785,
   144 : POKE 15781, 174
4071 POKE 15786, 157 : FOR I = 15845 TO 15849 STEP 2 : POKE I, 1
  70 : POKE I + 1, 149 : POKE I + 64, 170 : POKE I + 65, 149 : N
  EXT
4080 REM *** EDGE OF BLDG
4090 POKE 15422, 151 : POKE 15423, 131 : POKE 15487, 183 : FOR I
   = 15486 TO 15934 STEP 64 : POKE I, 149 : NEXT : POKE 15614, 1
  51 : POKE 15615, 131
4095 POKE 15679, 170 : POKE 15806, 151 : POKE 15807, 131 : POKE
  15871, 151 : POKE 15935, 149 : RETURN
4100 REM *** IN A PLAZA ***
4110 POKE 15383, 148 : POKE 15384, 160 : POKE 15389, 170 : POKE
  15448, 142 : POKE 15450, 149 : POKE 15451, 168 : POKE 15453, 1
  86 : POKE 15411, 170
4115 POKE 15416, 160 : POKE 15418, 148 : POKE 15419, 170 : POKE
  15421, 141 : POKE 15475, 170 : POKE 15476, 144
4120 POKE 15477, 168 : POKE 15479, 181 : POKE 15480, 154 : POKE
  15540, 143 : POKE 15516, 142 : POKE 15517, 175 : FOR I = 15518
   TO 15538 : POKE I, 184 : NEXT
4125 POKE 15539, 186 : POKE 15540, 143
4130 REM *** TABLE ***
4140 POKE 15770, 160 : POKE 15771, 176 : FOR I = 15772 TO 15777
  : POKE I, 188 : NEXT : POKE 15773, 190 : POKE 15778, 156 : POK
  E 15779, 188 : POKE 15843, 191
4150 POKE 15832, 140 : FOR I = 15833 TO 15838 : POKE I, 143 : NE
  XT : POKE 15839, 135 : POKE 15840, 131 : POKE 15838, 191 : POK
  E 15902, 191
4160 REM*** WINDOW ***
4170 FOR I = 15658 TO 15665 : POKE I, 131 : POKE I + 128, 131 :
  NEXT : POKE 15658, 151 : POKE 15665, 171 : POKE 15722, 149 : P
  OKE 15729, 170 : RETURN
4180 REM *** BOOKS
4190 FOR I = 15582 TO 15602 : POKE I, 176 : POKE I + 64, 176 : P
  OKE I + 128, 176 : POKE I + 192, 176 : IF B1 <> 1 THEN POKE I,
   186
4200 IF B2 <> 1 THEN POKE I + 64, 181
4210 IF B3 <> 1 THEN POKE I + 128, 186
4220 IF B4 <> 1 THEN POKE I + 192, 181
4230 IF B5 <> 1 THEN POKE I + 256, 186
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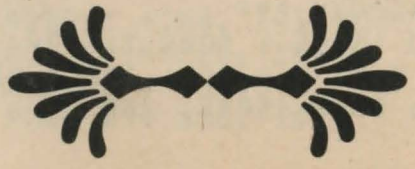
```
4240 NEXT
4250 I = 15582
4260 POKE 15603, 186 : POKE 15667, 186 : POKE 15731, 186 : POKE
  15795, 186 : POKE 15859, 186 : IF B1 <> 1 THEN POKE I, 191 : P
  OKE I + 10, 191 : POKE I + 12, 191
4270 IF B2 <> 1 THEN POKE I + 75, 191 : POKE I + 70, 191 : POKE
  I + 85, 191
4280 IF B3 <> 1 THEN POKE I + 128, 191 : POKE I + 135, 191 : POK
  E I + 140, 191
4290 IF B4 <> 1 THEN POKE I + 193, 191 : POKE I + 203, 191 : POK
  E I + 204, 191 : POKE I + 213, 191
4300 IF B5 <> 1 THEN POKE I + 257, 191 : POKE I + 261, 191 : POK
  E I + 270, 191 : POKE I + 275, 191
4310 RETURN
4320 REM *** LEFT DOOR ***
4330 POKE 15507, 151 : POKE 15508, 137 : POKE 15509, 140 : POKE
  15510, 176 : POKE 15511, 144 : FOR I = 15571 TO 15891 STEP 64
  : POKE I, 149 : POKE I + 5, 170 : NEXT
4335 POKE I, 149 : POKE 15700, 148 : GOSUB 4800 : IF D1 = 1 RETU
  RN
4340 FOR I = 15572 TO 15575 : POKE I, 131 : POKE I + 320, 176 :
  NEXT : POKE 15571, 151 : POKE 15576, 171 : POKE 15700, 128
4345 POKE 15891, 181 : POKE 15896, 186 : RETURN
4350 REM *** RIGHT DOOR ***
4360 POKE 15545, 160 : POKE 15546, 176 : POKE 15547, 140 : POKE
  15548, 134 : POKE 15549, 171 : FOR I = 15607 TO 15927 STEP 64
  : POKE I, 170 : POKE I + 6, 170 : NEXT
4365 POKE 15608, 131 : POKE 15609, 129 : POKE 15927, 186 : POKE
  15997, 170 : POKE 15740, 168
4370 GOSUB 4800 : IF D1 = 1 RETURN
4380 FOR I = 15608 TO 15612 : POKE I, 131 : POKE I + 320, 176 :
  NEXT : POKE 15740, 128 : POKE 15613, 171 : POKE 15933, 186 : R
  ETURN
4390 REM*** WALL CARVING ***
4400 POKE I, 176 : POKE I + 1, 176 : POKE I + 63, 160 : POKE I +
   64, 187 : POKE I + 65, 183 : POKE I + 66, 144 : POKE I + 125,
   130 : POKE I + 126, 141
4405 POKE I + 127, 135 : POKE I + 128, 189 : POKE I + 129, 191 :
   POKE I + 130, 149 : POKE I + 192, 159 : POKE I + 193, 159 : P
  OKE I + 256, 181 : POKE I + 257, 181 : RETURN
4410 REM *** HEXAGON ON FLOOR ***
4420 FOR I = 15909 TO 15916 : POKE I, 176 : NEXT : POKE 15970, 1
  76 : POKE 15971, 140 : POKE 15972, 131 : POKE 15981, 131 : POK
  E 15982, 140 : POKE 15983, 176
4425 POKE 16032, 188 : POKE 16033, 179 : POKE 16048, 179 : POKE
  16049, 188 : RETURN
4430 REM *** SMALL DOORS ***
4440 POKE 15788, 151 : FOR I = 15789 TO 15793 : POKE I, 131 : NE
  XT : POKE 15794, 171 : POKE 15852, 181 : POKE 15858, 186 : RET
  URN
4450 REM *** BED & BALCONY ***
4460 FOR I = 15580 TO 15595 : POKE I, 176 : POKE I + 61, 176 : P
  OKE I + 125, 130 : POKE I + 192, 176 : NEXT : POKE 15579, 160
  : POKE 15596, 176 : POKE 15640, 160
```

```
4465 POKE 15641, 184 : POKE 15642, 182 : POKE 15643, 177 : POKE
  15655, 156 : POKE 15656, 134
4470 POKE 15657, 177 : POKE 15658, 152 : POKE 15659, 140 : POKE
  15660, 131 : POKE 15661, 171 : POKE 15709, 170 : POKE 15719, 1
  51 : POKE 15720, 131
4475 POKE 15725, 170 : FOR I = 15704 TO 15896 STEP 64 : POKE I,
  170 : NEXT : POKE 15769, 176 : POKE 15770, 152
4480 POKE 15771, 140 : POKE 15772, 131 : POKE 15773, 171 : POKE
  15783, 181 : POKE 15789, 186 : POKE 15833, 176 : POKE 15834, 1
  84 : POKE 15835, 188
4485 POKE 15836, 179 : POKE 15837, 177 : POKE 15847, 181 : POKE
  15849, 140 : POKE 15850, 134 : POKE 15853, 186
4490 POKE 15851, 131 : POKE 15911, 181 : POKE 15912, 176 : POKE
  15913, 140 : POKE 15914, 134 : POKE 15915, 131 : POKE 15788, 1
  76 : POKE 15581, 186
4500 FOR I = 15663 TO 15791 STEP 64 : POKE I, 151 : POKE I + 1,
  131 : POKE I + 2, 131 : POKE I + 3, 171 : NEXT : POKE 15855, 1
  83
4505 POKE 15856, 179 : POKE 15857, 179 : POKE 15858, 187
4510 RETURN
4520 IF POS(0) + LEN(O(I, 0)) > 12 AND J < 704 THEN J = J + 64 :
   PRINT@ J, O(I, 0); ". "; : : RETURN
4530 PRINT O(I, 0); ". "; : RETURN
4550 N1 = N(L, 1)
4560 X1 = LEN(N1)
4570 FOR X2 = 12 TO X1
4580 IF MID$(N1, X2, 1) <> CHR$(32) AND X2 <> X1 THEN NEXT X2
4590 M = LEFT$(N1, X2)
4600 PRINT M; : J = J + 64
4610 M = RIGHT$(N1, X1 - X2)
4620 PRINT@ J, M; : J = J + 64
4630 RETURN
4700 IF D(0, 2) = 1 THEN I = 15541 : GOSUB 4400 : I = 0 : POKE 1
  5666, 146 : RETURN
4710 POKE 15539, 156 : POKE 15540, 140 : POKE 15541, 140 : POKE
  15542, 140 : POKE 15543, 172 : POKE 15603, 149 : POKE 15607, 1
  70 : POKE 15667, 149
4715 POKE 15671, 170 : POKE 15731, 149 : POKE 15735, 170 : POKE
  15795, 181 : POKE 15799, 186 : RETURN
4800 D1 = 0 : FOR I = 0 TO 11 : IF D(I, 0) <> L THEN 4820
4810 IF D(I, 2) = 1 THEN D1 = 1
4820 NEXT : RETURN
5000 IF B1 = 0 THEN B1 = 1 : RETURN
5010 IF B2 = 0 THEN B2 = 1 : RETURN
5020 IF B3 = 0 THEN B3 = 1 : RETURN
5030 IF B4 = 0 THEN B4 = 1 : RETURN
5040 IF B5 = 0 THEN B5 = 1 : RETURN
```



Chapter Two

Dog Star

by Lance Micklus

About the author and his program

Lance Micklus is a professional programmer, magazine author and one of the most visible personalities in the microcomputer world. His ST-80 series telecommunications and Smart Terminal programs have set the standard for that portion of the industry. Lance's other interests include the operation of Lance Micklus Incorporated, of Burlington, Vermont, a lively and growing concern selling retail and wholesale computer software.

Dog Star is Lance's only adventure in current production. Marketed by TSE/Softside, it is one of the longest running titles in their line. Even so, it still gives pleasure to new generations of adventurers.

Notes: This program must be heavily compressed to fit into a 16K RAM computer. It will save and load "games in progresss" on disk or tape.

Model III 16K RAM users will need to shorten some of the statements to make the program fit their machines.

```
10 CLS : PRINT "


DOG STAR ADVENTURE
by Lance Micklus,
Burlington, Vt. 05401

Copyright 1979"
20 CLEAR 200 : RANDOM : DEFINT A - Z
30 GOSUB 2280
40 LC = 2 : SL = 64 : BL = 4 : GF = 50 : RV = 16396
50 GOTO 1820
60 IF TC < 25 OR RND(GF) <> 1 THEN 160
70 IF TC = 300 THEN GF = 20
80 IF LC < 3 OR LC = 9 OR LC = 26 OR LC = 36 OR LC = 37 THEN 160

90 IF LC > 26 AND LC < 31 THEN 160
100 PRINT "Holy smokes. An armed guard just walked in."
110 GOSUB 2110 : IF VB <> 12 OR NO <> 15 THEN 1040
120 X = 13 : GOSUB 2240 : IF Y <> - 1 THEN 1040
130 IF BL = 0 CLS : PRINT "I'm out of ammunition." : PRINT : GOT
  O 1050
140 PRINT "zzZAP! No more guard."
150 BL = BL - 1 : IF BL = 0 PRINT "I'm out of ammunition."
160 IF MD <> TC THEN 190
170 X = 22 : GOSUB 2240 : IF Y <> - 1 THEN 190
180 PRINT "Your McDonald's Hamburger is cold."
190 GOSUB 2110 : TC = TC + 1
200 IF VB = 0 AND NO = 0 THEN 210 ELSE 230
210 PRINT "I don't know how to do that." : GOTO 60
220 PRINT "Nothing happened." : GOTO 60
230 IF VB > 1 OR NO > 7 THEN 360
240 IF NO = 0 THEN 210
250 IF DS(LC, NO - 1) = 0 PRINT "I can't go that way!" : GOTO 60

260 IF DR AND DS(LC, NO - 1) > 2 AND DS(LC, NO - 1) < 6 PRINT "I
  can't go that way.  Flight deck doors are open.
NO AIR!!!" : GOTO 60
270 IF NO = 3 AND LC = 31 AND NOT DJ PRINT M0$ : GOTO 60
280 IF LC = 35 AND DS(LC, NO - 1) = 36 AND OB(21, 1) <> 0 PRINT
  "The robot won't let me through." : GOTO 60
290 IF LC = 17 AND OB(13, 1) = 17 THEN 1040
300 IF LC = 9 AND OB(5, 1) = 9 THEN 1040
310 IF LC = 9 OR LC = 17 THEN HE$(LC) = ""
320 LC = DS(LC, NO - 1)
330 IF LC = 34 THEN HE$(LC) = ""
340 IF LC = 26 THEN 2040
350 GOTO 1820
360 IF VB = 3 GOTO 1820
370 IF VB <> 2 THEN 530
380 IF NO = 0 PRINT "I don't know what a "; CHR$(34); NO$(0); CH
  R$(34); " is." : GOTO 60
390 IF CR > 5 PRINT "I can't carry any more.
HINT: Drop something." : GOTO 60
```

```
400 FOR I = 1 TO LO : IF OB(I, 0) = NOX THEN 410 ELSE NEXT I : G
  OTO 210
410 IF OB(I, 1) = - 1 PRINT "I'm already carrying it." : GOTO 60

420 IF OB(I, 1) <> LC PRINT "I don't see it." : GOTO 60
430 IF NO <> 37 THEN 460
440 X = 13 : GOSUB 2240 : IF Y <> - 1 PRINT "I don't have a blas
  ter to put it in." : GOTO 60
450 BL = 4 : OB(I, 1) = 0 : PRINT "My BLASTER's reloaded." : FOR
   I = 1 TO 1 : NEXT I : GOTO 60
460 IF NO = 15 OR NO = 25 OR NO = 34 PRINT "He looks pretty mean
   to me." : GOTO 60
470 CR = CR + 1 : OB(I, 1) = - 1 : PRINT "O.K." : FOR I = 1 TO 1
   : NEXT I
480 IF NO = 14 AND NOT CM PRINT "A voice says: "; CHR$(34); "SES
  AME"; CHR$(34); "." : CM = - 1
490 IF NO = 22 AND MD = 0 THEN MD = TC + 50
500 IF NO = 12 THEN HE$(2) = ""
510 IF NO = 13 THEN HE$(7) = ""
520 GOTO 60
530 IF VB <> 4 THEN 580
540 PRINT "I'm carrying:"
550 K = 0 : FOR I = 1 TO LO : IF OB(I, 1) = - 1 PRINT OB$(I) : K
   = 1
560 NEXT I : IF K = 0 PRINT "NOTHING"
570 PRINT : GOTO 60
580 IF VB <> 5 THEN 590 ELSE GOSUB 2200 : GOTO 60
590 IF VB <> 6 THEN 670
600 IF NO = 0 THEN 380
610 IF LC = 2 PRINT "There's no room here." : GOTO 60
620 IC = 0 : FOR I = 1 TO LO : IF OB(I, 1) = LC THEN IC = IC + 1

630 NEXT I : IF IC > 12 PRINT "There not enough room. Get rid of
   something." : GOTO 60
640 FOR I = 0 TO LO : IF OB(I, 0) = NOX THEN 650 ELSE NEXT I : G
  OTO 210
650 IF OB(I, 1) <> - 1 PRINT "I'm not carrying it." : GOTO 60
660 CR = CR - 1 : OB(I, 1) = LC : PRINT "O.K." : FOR I = 1 TO 1
  : NEXT I : GOTO 60
670 IF VB <> 7 THEN 690
680 IF HE$(LC) = "" THEN PRINT "How am I supposed to know what t
  o do?" : GOTO 60 ELSE PRINT HE$(LC) : GOTO 60
690 IF VB <> 8 THEN 810
700 IF NOT BT THEN 720 ELSE PRINT "Press (ENTER) when ready to :
   RECORD :"
710 GOSUB 2260 : GOTO 740
720 IF NO$(0) = "" PRINT "Try something like "; CHR$(34); VB$(0)
  ; " filespec"; CHR$(34); "." : GOTO 60
730 OPEN "O", 1, NO$(0)
740 FOR I = 0 TO LO
750 IF BT THEN PRINT#-1, OB(I, 0), OB(I, 1), OB(I, 2) ELSE PRINT
  # 1, OB(I, 0); OB(I, 1); OB(I, 2)
760 NEXT I
770 IF BT PRINT#-1, TB, TC, CM : PRINT#-1, DR, BL, MD : PRINT#-1
  , GF, DJ, CR : PRINT#-1, LC
```

```
780 IF NOT BT PRINT# 1, TB; TC; CM; DR; BL; MD; GF; DJ; CR; LC
790 IF NOT BT CLOSE
800 PRINT "O.K." : GOTO 60
810 IF VB <> 9 THEN 930
820 IF NOT BT THEN 840 ELSE PRINT "Press (ENTER) when ready to *
   READ TAPE *"
830 GOSUB 2260 : GOTO 860
840 IF NO$(0) = "" THEN 720
850 OPEN "I", 1, NO$(0)
860 FOR I = 0 TO LO
870 IF BT THEN INPUT#-1, OB(I, 0), OB(I, 1), OB(I, 2) ELSE INPUT
  # 1, OB(I, 0), OB(I, 1), OB(I, 2)
880 NEXT I
890 IF BT INPUT#-1, TB, TC, CM : INPUT#-1, DR, BL, MD : INPUT#-1
  , GF, DJ, CR : INPUT#-1, LC
900 IF NOT BT INPUT# 1, TB, TC, CM, DR, BL, MD, GF, DJ, CR, LC
910 IF NOT BT CLOSE
920 GOTO 1820
930 IF VB <> 10 THEN 940 ELSE CLS : J = 0 : GOTO 1980
940 IF VB <> 11 THEN 1080
950 IF NO <> 10 THEN 210
960 IF LC <> 2 AND LC <> 11 PRINT "What button," : GOTO 60
970 IF LC = 11 AND NOT TB THEN TB = - 1 : PRINT N2$ : GOTO 60
980 IF LC = 11 AND TB THEN TB = 0 : PRINT N3$ : GOTO 60
990 X = 12 : GOSUB 2240 : IF Y <> 1 THEN 220
1000 X = 24 : GOSUB 2240 : IF Y <> 1 THEN 220
1010 IF NOT TB PRINT N3$ : GOTO 220
1020 IF NOT DR PRINT N4$ : GOTO 220
1030 GOTO 1970
1040 CLS : PRINT "H E L P ! ! !" : PRINT
1050 PRINT "Roche Soldiers are everywhere. I've been captured."
1060 PRINT "I'm now a prisoner. Woe is me...
"
1070 GOTO 2010
1080 IF VB <> 12 OR NO = 0 THEN 1180
1090 IF BL = 0 PRINT "But I don't have any ammunition left." : G
  OTO 60
1100 X = 13 : GOSUB 2240 : IF Y <> - 1 PRINT "But I'm not carryi
  ng a BLASTER." : GOTO 60
1110 X = NO : GOSUB 2240 : IF Y = - 1 PRINT "I can't. I'm holdin
  g it." : GOTO 60
1120 IF NO = 34 PRINT "zzZAP!" : BL = BL - 1 : GOTO 60
1130 IF Y <> LC PRINT "I don't see it." : GOTO 60
1140 FOR I = 1 TO LO : IF OB(I, 0) = NOX THEN 1150 ELSE NEXT I :
   GOTO 210
1150 OB(I, 1) = 0 : FOR I = 1 TO 1 : NEXT I : PRINT "zzZAP!!!  T
  he "; NO$(NO); " vaporized."
1160 BL = BL - 1 : IF BL = 0 PRINT "I'm out of ammunition."
1170 GOTO 60
1180 IF VB <> 13 THEN 1260
1190 IF NO = 0 PRINT "Say what?" : GOTO 60
1200 X = 14 : GOSUB 2240
1210 IF Y <> - 1 OR NO <> 19 PRINT "O.K.    "; NO$(NO) : GOTO 60
1220 IF DR GOTO 220
```

```
1230 DR = - 1 : PRINT "A voice comes over the P.A. system and sa
  ys:
OPENING FLIGHT DECK DOORS
"
1240 IF LC > 2 AND LC < 6 PRINT "
Yipes!!! There's no air!!!  CROAK..." : END
1250 GOTO 60
1260 IF VB <> 14 THEN 1430
1270 IF NO <> 20 AND NO <> 16 AND NO <> 11 AND NO <> 33 THEN 210

1280 IF NO = 20 THEN 1370
1290 IF NO <> 16 THEN 1330
1300 IF OB(6, 1) = - 1 PRINT "Sorry. I'm not a cartographer." :
  GOTO 60
1310 IF OB(6, 1) = LC PRINT "Try GET MAP." : GOTO 60
1320 PRINT "It's not here." : GOTO 60
1330 X = NO : GOSUB 2240 : IF Y <> LC AND Y <> - 1 THEN 1320
1340 IF NO = 11 PRINT "It says: >> NEEDS TURBO <<"
1350 IF NO = 33 PRINT "It says: >> OUT OF ORDER <<"
1360 GOTO 60
1370 IF LC <> 13 PRINT "I don't see any." : GOTO 60
1380 PRINT : PRINT "It says on the wall,"
1390 PRINT ">> YOUR MOTHER'S GOT A BIG NOSE <<"
1400 PRINT ">> KILROY MADE IT HERE, TOO <<"
1410 PRINT ">> SAY SECURITY <<"
1420 GOTO 60
1430 IF VB <> 15 THEN 1500
1440 IF NO = 0 PRINT "What's a "; NO$(0); "?" : GOTO 60
1450 IF NO <> 22 PRINT "Don't be ridiculous." : GOTO 60
1460 X = 22 : GOSUB 2240 : IF Y <> - 1 PRINT "I'm not holding it
  ." : GOTO 60
1470 FOR I = 1 TO LO : IF OB(I, 0) = 22 THEN 1480 ELSE NEXT I :
  PRINT "I don't know where it is." : GOTO 60
1480 OB(I, 1) = 0 : PRINT "Chump - Chump.  Hummm, good."
1490 FOR I = 1 TO 1 : NEXT I : GOTO 60
1500 IF VB <> 16 OR NO <> 23 OR LC <> 16 THEN 1540
1510 X = 23 : GOSUB 2240 : IF Y <> - 1 PRINT M1$ : GOTO 60
1520 OB(11, 1) = 0 : OB(14, 1) = 16 : CR = CR - 1 : PRINT M2$
1530 GOTO 60
1540 IF VB <> 18 OR NO <> 36 THEN 1580
1550 IF NO <> 36 OR LC <> 31 THEN 210
1560 X = 17 : GOSUB 2240 : IF Y <> - 1 PRINT M3$ : GOTO 60
1570 HE$(31) = "" : DJ = - 1 : PRINT M4$ : GOTO 60
1580 IF VB <> 19 OR NO = 0 THEN 1690
1590 IF NO <> 34 PRINT "That's stupid!" : GOTO 60
1600 IF LC <> 35 PRINT M5$ : GOTO 60
1610 X = 22 : GOSUB 2240 : IF Y <> - 1 PRINT M6$ : GOTO 60
1620 IF NO = 35 PRINT M7$ : GOTO 60
1630 IF NO <> 34 PRINT NO$(0); M8$ : GOTO 60
1640 IF TC > MD PRINT M9$ : GOTO 60
1650 FOR I = 1 TO LO : IF OB(I, 0) = 34 THEN 1660 ELSE NEXT I :
  GOTO 210
1660 K = I : FOR I = 1 TO LO : IF OB(I, 0) = 22 THEN 1670 ELSE N
  EXT I : GOTO 210
1670 PRINT N0$ : HE$(35) = ""
```

```
1680 OB(K, 1) = 0 : OB(I, 1) = 0 : FOR I = 1 TO 1 : NEXT I : GOT
  O 60
1690 IF VB <> 17 THEN 1710
1700 PRINT NO$(0) : GOTO 60
1710 IF VB <> 20 THEN 1800
1720 IF NO = 0 THEN 210
1730 X = NO : GOSUB 2240 : IF Y = - 1 PRINT "I'm carrying it. Th
  at's impossible." : GOTO 60
1740 IF Y = LC THEN 1770
1750 IF NO < 11 OR NO = 19 OR NO = 20 OR NO = 30 THEN 210
1760 PRINT "I can't hit something I can't see." : GOTO 60
1770 IF NO = 15 OR NO = 25 OR NO = 34 PRINT "I'd rather not. He
  might hit me back!" : GOTO 60
1780 IF NO = 35 PRINT "That's not nice!" : GOTO 60
1790 GOTO 220
1800 IF VB <> 21 THEN 1810 ELSE PRINT "I'm not strong enough to
  kill anything." : GOTO 60
1810 GOTO 210
1820 CLS : PRINT DS$(LC) : A$ = ""
1830 IF LC = 35 THEN GF = 10
1840 IF LC = 7 THEN 1900
1850 K = 0 : FOR I = 1 TO LO : IF OB(I, 1) <> LC THEN 1880
1860 IF K = 0 THEN K = 1 : PRINT : PRINT "Around me I see:" : A$
    = OB$(I) : GOTO 1880
1870 IF LEN(A$) + 5 + LEN(OB$(I)) > SL THEN PRINT A$ : A$ = OB$(
  I) ELSE A$ = A$ + "      " + OB$(I)
1880 NEXT I
1890 IF A$ <> "" PRINT A$
1900 PRINT : PRINT "Obvious directions are "; : K = 0
1910 FOR I = 0 TO 5 : IF DS(LC, I) = 0 THEN 1940
1920 IF K <> 0 PRINT ", ";
1930 PRINT NO$(I + 1); : K = 1
1940 NEXT I
1950 IF K = 0 PRINT "unknown";
1960 PRINT "." : GOTO 60
1970 CLS : GOSUB 2200
1980 IF J = 0 PRINT "We have FAILED our mission.
The forces of Princess Leya will be conquered.
"
1990 IF J = SC PRINT "We are HEROES.
The forces of Princess Leya will conquer the evil Roche
soldiers, and freedom will prevail throughout the galaxy.
"
2000 IF J > 0 AND J < SC PRINT "We have helped the forces of Pri
  ncess Leya defend the
galaxy. Long live the forces of freedom!
"
2010 PRINT
2020 INPUT "Do you want to play again (Y or N)"; A$ : A$ = LEFT$
  (A$, 1)
2030 IF A$ = "Y" THEN 20 ELSE END
2040 CLS : PRINT "A voice booms out, "; CHR$(34); "WHO GOES THER
  E"; CHR$(34)
2050 GOSUB 2110
```

```
2060 IF VB <> 13 OR NO <> 30 THEN 1040
2070 PRINT N1$
2080 GOSUB 2110
2090 X = 31 : GOSUB 2240 : IF Y <> - 1 THEN 1040
2100 IF VB <> 17 OR NO <> 31 THEN 1040 ELSE 1820
2110 IF BT THEN INPUT "What should I do"; CM$ ELSE LINEINPUT "Wh
  at should I do? "; CM$
2120 VB$(0) = "" : NO$(0) = "" : VB = 0 : NO = 0 : IF LEN(CM$) =
   0 RETURN
2130 FOR ZL = 1 TO LEN(CM$) : IF MID$(CM$, ZL, 1) <> " " THEN VB
  $(0) = VB$(0) + MID$(CM$, ZL, 1) : NEXT ZL
2140 FOR ZL = 1 TO LV : IF VB$(ZL) <> "" AND LEFT$(VB$(0), LEN(V
  B$(ZL))) = VB$(ZL) THEN VB = ZL : GOTO 2160 ELSE NEXT ZL
2150 VB = 0 : NO$(0) = VB$(0) : GOTO 2170
2160 IF LEN(VB$(0)) + 1 >= LEN(CM$) THEN NO = 0 : RETURN ELSE NO
  $(0) = RIGHT$(CM$, LEN(CM$) - 1 - LEN(VB$(0)))
2170 FOR ZL = 1 TO LN : IF NO$(ZL) <> "" AND LEFT$(NO$(0), LEN(N
  O$(ZL))) = NO$(ZL) THEN NO = ZL : GOTO 2190 ELSE NEXT ZL
2180 NO = 0 : RETURN
2190 FOR ZL = 1 TO 1 : NEXT ZL : RETURN
2200 J = 0 : FOR I = 1 TO LO : IF OB(I, 1) = 1 THEN J = J + OB(I
  , 2)
2210 NEXT I : PRINT "Out of a maximum of"; SC; "points, you have
  "; J; "points."
2220 IF J = 0 PRINT "We're not doing too good."
2230 RETURN
2240 FOR ZL = 0 TO LO : IF OB(ZL, 0) = X THEN Y = OB(ZL, 1) : GO
  TO 2250 ELSE NEXT ZL : Y = - 99 : RETURN
2250 FOR ZL = 1 TO 1 : NEXT ZL : RETURN
2260 A$ = INKEY$
2270 IF INKEY$ = "" THEN 2270 ELSE RETURN
2280 SC = 215
2290 TROFF : IF PEEK(16396) = 201 THEN BT = - 1 ELSE BT = 0
2300 LV = 21 : DIM VB$(LV)
2310 VB$(1) = "GO" : VB$(2) = "GET" : VB$(3) = "LOOK"
2320 VB$(4) = "INVEN" : VB$(5) = "SCORE" : VB$(6) = "DROP"
2330 VB$(7) = "HELP" : VB$(8) = "SAVE" : VB$(9) = "LOAD" : VB$(1
  0) = "QUIT"
2340 VB$(11) = "PRESS" : VB$(12) = "SHOOT" : VB$(13) = "SAY"
2350 VB$(14) = "READ" : VB$(15) = "EAT" : VB$(16) = "CSAVE"
2360 VB$(17) = "SHOW" : VB$(18) = "OPEN" : VB$(19) = "FEED"
2370 VB$(20) = "HIT" : VB$(21) = "KILL"
2380 LN = 37 : DIM NO$(LN)
2390 NO$(1) = "NORTH" : NO$(2) = "EAST" : NO$(3) = "SOUTH"
2400 NO$(4) = "WEST" : NO$(5) = "UP" : NO$(6) = "DOWN"
2410 NO$(10) = "BUTTON" : NO$(11) = "TAG" : NO$(12) = "FUEL"
2420 NO$(13) = "BLASTER" : NO$(14) = "COMMUNICATOR" : NO$(15) =
  "GUARD"
2430 NO$(16) = "MAP" : NO$(17) = "KEYS" : NO$(18) = "NECKLACE"
2440 NO$(19) = "SESAME" : NO$(20) = "GRAFFITI"
2450 NO$(21) = "CAPE" : NO$(22) = "HAMBURGER"
2460 NO$(23) = "TAPE" : NO$(24) = "TURBO"
2470 NO$(25) = "SCIENTIST" : NO$(26) = "PLANS"
2480 NO$(27) = "SCHEMATIC" : NO$(28) = "DEVICE" : NO$(29) = "GUN
  "
```

```
2490 NO$(30) = "SECURITY" : NO$(31) = "I.D." : NO$(32) = "CRYSTA
  LS"
2500 NO$(33) = "SIGN" : NO$(34) = "ROBOT" : NO$(35) = "PRINCESS"

2510 NO$(36) = "DOOR" : NO$(37) = "AMMUNITION"
2520 CL = 37 : DIM DS$(CL)
2530 DS$(1) = "I'm in the passenger & storage compartment of my
  space ship.
There's an exit here to leave the ship."
2540 DATA 2, 0, 0, 0, 0, 3
2550 DS$(2) = "I'm in the cockpit of my space ship.
A large red button says >> PRESS TO BLAST OFF <<"
2560 DATA 0, 0, 1, 0, 0, 0
2570 DS$(3) = "I'm standing next to my space ship which is locat
  ed on a
huge flight deck."
2580 DATA 18, 0, 4, 0, 1, 0
2590 DS$(4) = "I'm out on the flight deck of General Doom's Batt
  le Cruiser."
2600 DATA 3, 5, 4, 4, 0, 0
2610 DS$(5) = DS$(4) : DATA 4, 6, 5, 4, 0, 0
2620 DS$(6) = "I'm in a hallway. There are doors on all sides.
The door to the north says: >> CLOSED FOR THE DAY <<"
2630 DATA 7, 0, 8, 5, 0, 0
2640 DS$(7) = "I'm in the SUPPLY DEPOT.

Around me I see:
all kinds of things"
2650 DATA 0, 0, 6, 0, 0, 0
2660 DS$(8) = "I'm at the end of one of the hallways.
I can hear voices nearby. Sounds like guards."
2670 DATA 6, 10, 0, 9, 0, 12
2680 DS$(9) = "I'm in the STRATEGY PLANNING room." : DATA 11, 8,
   0, 0, 0, 0
2690 DS$(10) = "I'm in the DECONTAMINATION area." : DATA 0, 14,
  0, 8, 0, 0
2700 DS$(11) = "This area is the tractor beam control room.
A large sign warns:  >> DO NOT PRESS ANY BUTTONS <<"
2710 DATA 0, 0, 9, 0, 0, 0
2720 DS$(12) = "I'm in another hallway. To the EAST is a restroo
  m."
2730 DATA 15, 13, 0, 0, 8, 0
2740 DS$(13) = "This is what is commonly called on Earth, the BA
  THROOM.
There's graffiti written all over the wall.
Pipes lead up through the ceiling."
2750 DATA 15, 0, 0, 12, 27, 0
2760 DS$(14) = "This appears to be an interrogation room." : DAT
  A 0, 0, 0, 10, 0, 0
2770 DS$(15) = "I'm in a LOUNGE." : DATA 0, 0, 13, 12, 0, 0
2780 DS$(16) = "This is a computer room. There's a TRS-80 in her
  e.
On the screen it says:  >> CSAVE TAPE <<" : DATA 17, 0, 18, 0, 0
   0
```

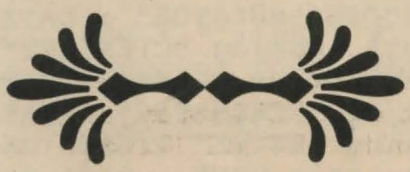
```
2790 DS$(17) = "I'm in a testing labortory." : DATA 0, 0, 16, 0,
  0, 0
2800 DS$(18) = "I'm in a hallway.
A large arrow points EAST and says: >> TO THE VAULT <<"
2810 DATA 16, 25, 3, 19, 0, 0
2820 DS$(19) = "This is the entrance to the DEVELOPMENT LAB SECT
  ION" : DATA 20, 18, 21, 20, 22, 0
2830 DS$(20) = "I'm in a long corridor. There are laboratories a
  ll around me." : DATA 19, 23, 21, 20, 22, 24
2840 DS$(21) = "I'm in a research lab." : DATA 20, 0, 0, 0, 0, 0

2850 DS$(22) = "I'm lost!" : DATA 22, 22, 22, 22, 22, 20
2860 DS$(23) = DS$(21) : DATA 0, 0, 0, 20, 0, 0
2870 DS$(24) = DS$(21) : DATA 0, 0, 0, 0, 20, 0
2880 DS$(25) = "I'm near the entrance to the vault.
A sign here says: >> AUTHORIZED PERSONNEL ONLY <<"
2890 DATA 0, 26, 0, 18, 0, 0
2900 DS$(26) = "I'm in the vault." : DATA 0, 0, 0, 25, 0, 0
2910 DS$(27) = "I'm in a pipe tunnel which leads in every direct
  ion." : DATA 28, 27, 27, 27, 27, 13
2920 DS$(28) = DS$(27) : DATA 29, 29, 29, 29, 30, 29
2930 DS$(29) = "I'm lost in a maze of pipes." : DATA 28, 29, 29,
   29, 29, 27
2940 DS$(30) = "I'm in the pipe maze.
Below me I think I can see the jail."
2950 DATA 29, 29, 28, 29, 29, 31
2960 DS$(31) = "I'm in the jail."
2970 DATA 32, 33, 34, 35, 0, 0
2980 DS$(32) = "I'm in a jail cell." : DATA 0, 0, 31, 0, 0, 0
2990 DS$(33) = DS$(32) : DATA 0, 0, 0, 31, 0, 0
3000 DS$(34) = DS$(32) : DATA 31, 0, 0, 0, 0, 0
3010 DS$(35) = "I'm at the security desk.
To the north an elevator." : DATA 36, 31, 0, 0, 0, 0
3020 DS$(36) = "I'm in the elevator." : DATA 0, 0, 35, 0, 37, 0
3030 DS$(37) = DS$(36) : DATA 0, 0, 14, 0, 0, 36
3040 LO = 23 : DIM OB$(LO)
3050 OB$(1) = "a TAG which says: >> NEEDS TURBO <<" : DATA 11, 5
  , 0
3060 OB$(2) = "Anti-matter FUEL" : DATA 12, 5, 5
3070 OB$(3) = "BLASTER" : DATA 13, 7, 0
3080 OB$(4) = "COMMUNICATOR" : DATA 14, 9, 0
3090 OB$(5) = "A very surprised GUARD" : DATA 15, 9, 0
3100 OB$(6) = "MAP of the ship" : DATA 16, 29, 20
3110 OB$(7) = "Some KEYS" : DATA 17, 9, 0
3120 OB$(8) = "A shinestone NECKLACE" : DATA 18, 10, 20
3130 OB$(9) = "Princess Leya's CAPE" : DATA 21, 14, 5
3140 OB$(10) = "McDonald's HAMBURGER" : DATA 22, 15, 0
3150 OB$(11) = "A cassette TAPE" : DATA 23, 7, 0
3160 OB$(12) = "A TURBOENCABULATOR" : DATA 24, 17, 5
3170 OB$(13) = "An evil looking SCIENTIST" : DATA 25, 17, 0
3180 OB$(14) = "Secret attack PLANS" : DATA 26, 0, 20
3190 OB$(15) = "Death Ray SCHEMATIC" : DATA 27, 9, 20
3200 OB$(16) = "Cloaking DEVICE" : DATA 28, 17, 20
3210 OB$(17) = "Micro Laser GUN" : DATA 29, 24, 20
```

```
3220 OB$(18) = "I.D. card" : DATA 31, 17, 0
3230 OB$(19) = "Malidium CRYSTALS (the Treasury!)" : DATA 32, 26
  , 30
3240 OB$(20) = "A SIGN which says: >> OUT OF ORDER <<" : DATA 33
  , 3, 0
3250 OB$(21) = "Attack ROBOT" : DATA 34, 35, 0
3260 OB$(22) = "PRINCESS Leya" : DATA 35, 34, 50
3270 OB$(23) = "AMMUNITION" : DATA 37, 7, 0
3280 DIM DS(CL, 5) : RESTORE
3290 FOR ZL = 1 TO CL : FOR ZD = 0 TO 5
3300 READ DS(ZL, ZD) : NEXT ZD : NEXT ZL
3310 DIM OB(LO, 2)
3320 FOR ZL = 1 TO LO : READ OB(ZL, 0), OB(ZL, 1), OB(ZL, 2) : N
  EXT ZL
3330 DIM HE$(CL)
3340 HE$(1) = "I think we're suppose to leave the stuff here."
3350 HE$(2) = "I wonder if we have enough fuel?"
3360 HE$(7) = "How 'bout a BLASTER."
3370 HE$(9) = "Try SHOOT GUARD."
3380 HE$(13) = "It might be intersting to read the graffiti."
3390 HE$(17) = "Try SHOOT SCIENTIST."
3400 HE$(22) = "I'm as confused as you are." : HE$(29) = HE$(22)

3410 HE$(31) = "It might help if we had some keys to OPEN any lo
  cked DOORS."
3420 HE$(35) = "Did you bring anything to eat?"
3430 M0$ = "I can't go there. The door is locked."
3440 M1$ = "I'm not carrying any blank tape."
3450 M2$ = "The TRS-80 recorded something on the tape, and then
  it printed:
>> ATTACK PLANS -- VERY SECRET <<"
3460 M3$ = "I can't. I'm not carrying any keys."
3470 M4$ = "O.K. The door to the jail cell is unlocked."
3480 M5$ = "There's no robot here."
3490 M6$ = "But I don't have any hambergers."
3500 M7$ = "Chump...chump   BURP!
The princess thanks you for a delicious meal."
3510 M8$ = " doesn't eat hamburger."
3520 M9$ = "Nothing happened. The hamburger is cold you know."
3530 N0$ = "The attack robot eats the hamburger and disappears."

3540 N1$ = "I'm at the identification terminal.
On the screen it says: >> SHOW I.D. <<"
3550 N2$ = "The tractor beam is off."
3560 N3$ = "The tractor beam is on."
3570 N4$ = "You forgot to open the flight deck doors."
3580 RETURN
```



Chapter Three

Thunder Road

by Don & Freda Boner

About the authors and the program

Don and Freda Boner are a father-daughter team from Indianapolis, Indiana. Their first adventure, Thunder Road, was a commercial success, as was Deadly Dungeon, both being published under The Programmer's Guild label.

The Boners have been cracking the books in an effort to learn the Z-80 machine language required as a naturally progressive step toward more and better adventures.

Revenge of the Balrog and Fortress at Times-End are scheduled for release in 1981 as a double adventure on tape. These two adventures are loosely based on the Graylock Chronicles series which began with Teri Li's Spider Mountain, and was continued with their own Deadly Dungeon.

Note, as you enter the code for the Boner adventures, the subtle differences in coding technique, and the departure from other styles of adventure writing as the authors become more sophisticated in BASIC.

Note: The save game routines for Thunder Road are for tape only. Disk routines may be added by modifying lines 1070 to 1110 and 1190 to 1230.

```
10 POKE 16553, 255 : CLEAR 400 : CLS : PRINT CHR$(23) : A$ = "TH
  UNDER ROAD ADVENTURE"
20 B$ = "          BY DON & FREDA BONER " : FOR I = 64 TO 448 STE
  P 64 : PRINT@ I - 64, "                                "
30 PRINT@ I, A$; : PRINT@ 960 - I, B$ : FOR J = 1 TO 50 : NEXT J
  , I
40 DEFINT A - Z : DEFSTR M : M0 = "NO YOU DIP STICK. " : M1 = "D
  ON'T BE FUNNY. " : M2 = "I SEE NOTHING UNUSUAL HERE. "
50 M3 = "DON'T BE RIDICULOUS. " : M5 = "YOU MIGHT TRY EXAMINING
  THINGS. " : M6 = "OKAY. " : M7 = "WHAT DO I KNOW... I'M JUST A
   RIDGE RUNNER." : GOTO 1880
60 GOSUB 200 : GOSUB 100
70 IF CP = 7 OR CP = 10 THEN LX = LX + 1
80 IF CP = 4 THEN HX = HX + 1
90 GOTO 350
100 T = T + 1 : PRINT@ 960, "   -----"; CHR$(94); " WHAT SHOULD
  I DO"; : INPUT CM$
110 VB$ = "" : NO$ = "" : VB = 0 : NO = 0
120 LC = LEN(CM$) : FOR I = 1 TO LC : A$ = MID$(CM$, I, 1) : IF
  A$ <> " " THEN VB$ = VB$ + A$ : NEXT I
130 IF LEN(VB$) + 1 >= LEN(CM$) THEN NO = 0 : GOTO 150
140 NO$ = RIGHT$(CM$, LC - I)
150 N1$ = NO$ : V1$ = VB$ : VB$ = LEFT$(VB$, 3) : NO$ = LEFT$(NO
  $, 3) : FOR I = 1 TO NV : IF VB$ = VB$(I) THEN VB = I : GOTO 1
  80 ELSE NEXT I : VB = 0
160 IF N1$ = ""NO$ = VB$
170 VB = 0 : GOTO 190
180 IF VB$ = CM$ THEN O = 0 : NO$ = "" : RETURN
190 FOR I = 1 TO NN : IF NO$ = NO$(I) THEN NO = I : RETURN ELSE
  NEXT I : NO = 0 : NO$ = "" : RETURN
200 PRINT@ 0, CHR$(30) : PRINT : PRINT : PRINT : PRINT : PRINT :
   II = 0 : IF LEFT$(P$(CP), 1) = "*" THEN P$ = RIGHT$(P$(CP), L
  EN(P$(CP)) - 1) : II = 1 : GOTO 220
210 P$ = "I'M " + P$(CP)
220 PRINT@ 64, P$ "." : K = 0 : FOR I = 1 TO LO : IF OB(I, 0) <>
   CP THEN 260
230 IF K = 0 THEN PRINT : PRINT "VISIBLE ITEMS: ";
240 IF 3 + POS(0) + LEN(OB$(I)) > 63 THEN PRINT
250 PRINT OB$(I)".  "; : K = K + 1
260 NEXT I : IF K > 0 THEN PRINT
270 IF CP = 29 THEN 3090
280 IF CP = 7 OR CP = 16 OR CP = 17 OR CP = 10 OR CP = 22 OR CP
  = 24 OR CP = 29 OR CP = 37 THEN PRINT STRING$(63, 140) : RETUR
  N
290 K = 0 : PRINT : PRINT "OBVIOUS EXITS ARE: "; : FOR I = 0 TO
  3 : IF P(CP, I) = 0 THEN 320
300 IF K > 0 PRINT ", ";
310 PRINT D$(I); : K = K + 1
320 NEXT I : PRINT "."
330 IF CP = 6 OR CP = 26 OR CP = 35 OR CP = 36 OR CP = 32 OR CP
  = 21 OR CP = 26 OR CP = 27 THEN 3040
340 PRINT STRING$(63, 140) : RETURN
350 IF HX = 1 GOTO 3040
360 LET XX = 20
```

```
370 IF NO = 21 THEN NO = NO - XX
380 IF NO = 22 THEN NO = NO - XX
390 IF NO = 23 THEN NO = NO - XX
400 IF NO = 24 THEN NO = NO - XX
410 IF CP = 7 AND LX = 5 THEN 3040
420 IF CP = 10 AND LX = 10 THEN 3040
430 ON VB GOTO 480, 570, 580, 660, 670, 760, 770, 950, 960, 1000
  , 1060, 1070, 1190, 1250, 1280, 1310, 1410, 1420, 1470, 1480,
  1490, 1500, 1530, 1560, 1600, 1630, 1670, 1740, 1770, 1780
440 IF VB=0 AND NO=0 THEN PRINT "HUH??" : GOTO 60
450 IF NO =< 4 THEN 480
460 IF VB = 10 OR VB = 11 OR VB = 12 OR VB = 13 OR VB = 14 THEN
  480
470 PRINT "I NEVER LEARNED HOW TO '"V1$ "' SOMETHING" : GOTO 60
480 IF NO = 0 PRINT "I NEED A DIRECTION" : GOTO 60
490 IF NO => 5 PRINT M0 : GOTO 60
500 IF CP = 2 AND NO = 4 AND OB(1, 0) <> - 1 PRINT " I THINK YOU
   SHOULD BE IN THE CAR" : GOTO 60
510 IF CP > 1 AND OB(1, 0) <> - 1 PRINT "BUT I'M NOT IN THE CAR"
   : GOTO 60
520 NO = NO - 1
530 IF CP > 7 THEN 540 : PRINT "DEPUTY HARDLEY HAS A ROAD BLOCK
  SET UP" : GOTO 60
540 IF P(CP, NO) = 0 PRINT M0" CAN'T GO THAT WAY" : GOTO 60
550 PRINT "OKAY, I WENT "D$(NO)"." : CP = P(CP, NO) : GOTO 60
560 PRINT M0 : GOTO 60
570 GOTO 480
580 IF NO = 5 AND OB(1, 0) = - 1 PRINT M0 : GOTO 60
590 IF NO = 5 AND OB(1, 0) <> CP PRINT M0 : GOTO 60
600 IF NO = 6 AND CP = 2 AND OB(1, 0) <> - 1 PRINT M6 : CP = 1 :
   GOTO 60
610 IF NO = 8 AND CP = 7 PRINT M1" MAYBE YOU SHOULD QUIT NOW" :
  GOTO 60
620 IF NO = 9 AND OB(1, 0) <> - 1 AND CP = 16 PRINT M6 : OB(20,
  0) = 0 : CP = 17 : GOTO 60
630 IF NO = 5 PRINT M6 : OB(1, 0) = - 1 : GOTO 60
640 IF NO = 13 OR NO = 14 OR NO = 17 OR NO = 18 PRINT M1 : GOTO
  60
650 PRINT M3" I DON'T KNOW HOW TO DO THAT" : GOTO 60
660 GOTO 670
670 IF NO = 7 AND CP = 1 PRINT M6 : OB(3, 0) = - 1 : GOTO 60
680 ZZ = ZZ + 1
690 IF NO = 25 AND CP = 10 AND OB(1, 0) = CP PRINT M6 : OB(14, 0
  ) = - 1 : GOTO 60
700 IF CP = 34 PRINT M3"-- TRY PICK-UP LADY" : GOTO 60
710 IF NO = 11 AND OB(21, 0) <> CP PRINT M1" I DON'T SEE ANY KEY
  S" : GOTO 60
720 IF CP = 17 AND NO = 11 PRINT M6 : OB(21, 0) = - 1 : GOTO 60
730 IF CP = 22 AND OB(28, 0) = CP AND NO = 15 PRINT M6 : OB(28,
  0) = - 1 : GOTO 60
740 IF CP = 24 AND OB(27, 0) = CP AND NO = 16 PRINT M0" -TRY FIG
  HT BEAR" : GOTO 60
750 PRINT "YOU NITWIT- WHAT WOULD I DO WITH IT" : GOTO 60
760 GOTO 770
770 IF CP = 2 AND NO = 6 PRINT M6" I THINK THERE IS SOMETHING TH
  ERE" : GOTO 60
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780 IF CP = 2 AND NO = 5 PRINT M0" IT IS JUST A SOUPED-UP CAR!"
  : GOTO 60
790 IF CP = 10 AND NO = 5 GOTO 810 : GOTO 60
800 IF NO = 8 OR NO = 16 OR NO = 20 PRINT M3 : GOTO 60
810 IF NO = 5 AND CP = 10 AND OB(1, 0) = CP THEN PRINT "IT HAS T
  WO FLAT TIRES " : GOTO 60
820 IF NO = 5 AND CP = 10 AND OB(1, 0) = - 1 PRINT M7 : GOSUB 30
  30 : PRINT "CLUE** I SHOULD EXIT THE CAR" : GOTO 60
830 IF NO = 12 PRINT M6"  SHE IS A REAL KNOCK'OUT " : GOSUB 3030
   : PRINT "SHOULD I PICK HER UP***" : GOTO 60
840 IF CP = 34 PRINT " THAT * LADY IS A KNOCK-OUT" : GOTO 60
850 IF NO = 9 AND CP = 15 PRINT M6" I NEED TO BE CLOSER" : GOTO
  60
860 IF NO = 9 AND CP = 16 AND OB(1, 0) <> - 1 PRINT M6" MAYBE I
  SHOULD GO INSIDE" : GOTO 60
870 IF NO = 25 PRINT M6"SOMETHING IS INSIDE IT" : GOTO 60
880 IF NO = 26 PRINT M6"MAYBE I SHOULD BREAK IT OPEN AND READ MY
   FORTUNE **" : GOTO 60
890 IF NO = 10 AND CP = 17 PRINT M6 : OB(21, 0) = CP : GOTO 60
900 IF NO = 11 OR NO = 15 OR NO = 14 OR NO = 18 OR NO = 26 PRINT
   M2 : GOTO 60
910 IF CP = 22 AND NO = 13 PRINT M6" I THINK SOMETHING IS THERE"
   : GOSUB 3030 : PRINT "AN OLD ROAD BEHIND THE TREES!" : GOTO 6
  0
920 IF CP = 22 AND NO = 28 PRINT M0"TRY READING IT" : GOTO 60
930 IF CP = 28 OR CP = 37 AND NO = 28 PRINT M2"- TRY READING IT
  " : GOTO 60
940 PRINT M2 : GOTO 60
950 GOTO 960
960 IF NO <> 8 PRINT M1"IT'S BEYOND MY POWER " : GOTO 60
970 IF NO = 8 AND OB(1, 0) <> - 1 PRINT M3" WHAT ABOUT THE MOON-
  SHINE" : GOTO 60
980 IF NO = 8 PRINT M6 : OB(11, 0) = - 1 : CP = 8 : GOTO 60
990 PRINT M1 : GOTO 60
1000 IF CP = 3 OR CP = 9 OR CP = 12 OR CP = 25 OR CP = 31 PRINT
  M7 : GOTO 60
1010 IF CP = 1 OR CP = 2 PRINT M5 : GOTO 60
1020 IF CP = 7 AND LX => 2 PRINT "DUMB OLD DEPUTY'S ROAD-BLOCKS
  ARE EASY TO 'RUN" : LX = 0 : GOTO 60
1030 IF CP = 7 PRINT "DEPUTY HARDLEY DOESN'T HAVE ENOUGH SENSE T
  O GET OUT OF THE RAIN" : GOTO 60
1040 IF CP = 10 AND OB(1, 0) = - 1 PRINT "MAYBE YOU SHOULD EXIT
  THE CAR TO SEE WHAT IS WRONG" : GOTO 60
1050 IF VB = 10 GOTO 1130
1060 INPUT "DO YOU REALLY WANT TO QUIT NOW"; X$ : IF LEFT$(X$, 1
  ) = "Y" THEN 1820 ELSE PRINT "I DIDN'T THINK SO" : GOTO 60
1070 CLS : INPUT "PRESS ENTER WHEN READY"; YY : CLS : PRINT CHR$
  (23) : PRINT@ 394, " S A V I N G "
1080 FOR I = 1 TO LO : IF OB$(I) = "" THEN 1100
1090 PRINT#-1, OB(I, 0), OB(I, 1)
1100 NEXT I
1110 PRINT#-1, CP, ZZ, T
1120 CLS : GOTO 60
1130 IF CP = 10 AND OB(1, 0) <> - 1 PRINT M5 : GOSUB 3030 : PRIN
  T " . LIKE THE CAR" : GOTO 60
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1140 IF CP = 22 AND OB(1, 0) = - 1 PRINT "GET OUT OF THE CAR" :
  GOTO 60
1150 IF CP = 22 AND OB(1, 0) <> - 1 PRINT " WHAT YOU NEED IS A G
  OOD FORTUNE" : GOSUB 3030 : PRINT M5 : GOTO 60
1160 IF CP = 24 AND OB(27, 0) = CP PRINT " * FIGHT IT !" : GOTO
  60
1170 IF CP = 37 PRINT M7 : GOSUB 3030 : PRINT " JUMP IT?" : GOTO
   60
1180 PRINT M5 : GOTO 60
1190 CLS : INPUT " PRESS ENTER WHEN READY"; YY : CLS : PRINT CHR
  $(23) : PRINT@ 394, " L O A D I N G"
1200 FOR I = 1 TO LO : IF OB$(I) = "" THEN 1220
1210 INPUT#-1, OB(I, 0), OB(I, 1)
1220 NEXT I
1230 INPUT#-1, CP, ZZ, T
1240 CLS : GOTO 60
1250 SC = 0 : FOR I = 1 TO LO : IF OB(I, O) = - 1SC = SC + OB(I,
   1)
1260 NEXT I : PRINT M7 : PRINT "YOU MAKE IT OR YOU DON'T" : GOSU
  B 3030
1270 PRINT "W E L L..." : GOSUB 3030 : PRINT"YOU HAVE HAVE "SC"P
  OINTS --" : PRINT"BUT YOU LOSE THEM IF YOU QUIT! --" : PRINT"T
  HE OBJECT IS TO DELIVER THE MOONSHINE." : GOTO 60
1280 IF CP <> 34 PRINT M6" MAYBE I SHOULD GET IT" : GOTO 60
1290 IF CP = 34 AND NO = 12 PRINT M6 : OB(38, 0) = - 1 : CP = 35
   : GOTO 60
1300 IF NO <> 12 PRINT M0" YOU MEAN THE LADY" : GOTO 60
1310 IF NO = 5 OR NO = 9 GOTO 1340
1320 IF CP = 1 AND NO = 6 PRINT M6 : CP = 2 : GOTO 60
1330 PRINT M3 : GOTO 60
1340 IF NO = 9 AND CP = 17 PRINT M6 : CP = 15 : GOTO 60
1350 IF NO = 5 AND CP = 10 PRINT M6 : OB(1, 0) = CP : OB(14, 0)
  = CP : GOTO 60
1360 IF NO = 5 AND CP = 15 PRINT M6 : OB(1, 0) = CP : CP = 16 :
  GOTO 60
1370 IF NO = 5 AND CP = 22 PRINT M6 : OB(1, 0) = CP : OB(25, 0)
  = CP : OB(28, 0) = CP : GOTO 60
1380 IF NO = 5 AND CP = 24 PRINT M6 : OB(1, 0) = CP : OB(27, 0)
  = CP : OB(41, 0) = CP : GOTO 60
1390 IF NO = 5 PRINT M6 : OB(1, 0) = CP : GOTO 60
1400 PRINT M0 : GOTO 60
1410 GOTO 1420
1420 IF CP = 10 AND NO = 7 AND OB(3, 0) <> - 1 PRINT M0"I DON'T
  HAVE TWO SPARE TIRES" : GOTO 60
1430 IF CP = 10 AND NO = 7 AND OB(1, 0) = - 1 PRINT " I CAN'T DO
   THAT ..." : GOSUB 3030 : PRINT " Y E T " : GOTO 60
1440 IF NO = 5 AND CP = 10 PRINT M0" TRY  TIRES" : GOTO 60
1450 IF CP = 10 AND NO = 7 AND OB(1, 0) = CP PRINT M6" NOW I'LL
   GET IN THE CAR AND GO.." : GOSUB 3030 : OB(1, 0) = - 1 : CP =
   11 : GOTO 60
1460 PRINT M0 : GOTO 60
1470 PRINT M3"TYPE LOAD TO INPUT A SAVED GAME" : GOTO 60
1480 PRINT "OKAY.... "; N1$ : GOTO 60
1490 IF NO = 5 PRINT M3 : GOTO 60
```

```
1500 IF CP = 24 AND OB(1, 0) <> - 1 AND OB(28, 0) = - 1 PRINT "I
   THINK I SHOULD FIGHT IT FIRST" : GOTO 60
1510 IF CP = 7 AND NO = 20 PRINT "NOT  ME !" : GOTO 60
1520 PRINT "I'M NOT GOING TO DO THAT" : GOTO 60
1530 IF CP = 22 AND NO <> 13 PRINT M3"WHAT ABOUT THE TREES!" : G
  OTO 60
1540 IF CP = 22 AND NO = 13 PRINT M6"NOW I HAD BETTER GET IN THE
   CAR AND MAKE TRACKS" : OB(1, 0) = - 1 : CP = 23 : GOTO 60
1550 PRINT M0" I CAN'T DO THAT" : GOTO 60
1560 IF CP = 24 AND OB(27, 0) = CP PRINT M0" WHAT ABOUT THE BEAR
  !" : GOTO 60
1570 IF CP = 24 AND NO = 17 AND OB(21, 0) <> - 1 PRINT M0"YOU HA
  VE NO KEYS" : GOTO 60
1580 IF CP = 24 AND NO = 17 PRINT M6"I'LL GET BACK IN THE CAR -A
  ND GET MOVING" : OB(1, 0) = - 1 : OB(21, 0) = - 1 : CP = 25 :
  GOTO 60
1590 PRINT M3 : GOTO 60
1600 IF CP <> 37 PRINT M0 : GOTO 60
1610 IF CP = 37 AND OB(1, 0) = - 1 AND NO <> 18 PRINT M3" WHAT I
   NEED TO JUMP IS THE RIDGE *" : GOTO 60
1620 IF NO = 18 PRINT M6 : CP = 38 : GOTO 60
1630 IF CP <> 10 PRINT "YOU NITWIT I CAN'T DO THAT!" : GOTO 60
1640 IF CP = 10 AND OB(15, 0) = CP AND NO <> 26 PRINT " T R Y
  C O O K I E" : GOTO 60
1650 IF NO = 26 PRINT M6 : OB(15, 0) = - 1 : PRINT " WHAT DO YOU
   KNOW, A FORTUNE!" : GOSUB 3030 : PRINT "AND IT SAYS: " CHR$(3
  4) "HE WHO ABANDONS HOPE WILL BE CLOSED OUT" CHR$(34) : GOTO 6
  0
1660 PRINT M1 : GOTO 60
1670 X = RND(3) : IF CP = 24 AND OB(28, 0) = - 1 THEN 1730
1680 IF CP = 7 PRINT M0" HE HAS A GUN" : GOTO 60
1690 IF X = 1 THEN 1730
1700 IF X = 2 PRINT " OH NO ** WHAT A FIGHT*** YOU KILLED THE BE
  AR" : OB(27, 0) = 0 : CP = 7 : GOTO 3040
1710 IF X = 3 PRINT " OH NO ** THE BEAR KILLED YOU" : CP = 6 : G
  OTO 3040
1720 PRINT M0 : GOTO 60
1730 PRINT " *** THE BEAR TAKES ONE GOOD LOOK AT YOU AND RUNS AW
  AY" : OB(27, 0) = 0 : GOTO 60
1740 IF CP = 22 AND NO = 28 PRINT M6" THE BRIDGE IS  O U T !" :
  GOTO 60
1750 IF CP = 28 AND NO = 28 PRINT M6" KNAWBONE 2 MILES" : GOTO 6
  0
1760 PRINT M0 : GOTO 60
1770 PRINT M3" YOU NITWIT" : GOTO 60
1780 IF CP <> 10 PRINT M0 : GOTO 60
1790 IF NO = 25 AND OB(1, 0) <> - 1 PRINT M6" * A FORTUNE COOKIE
  " : OB(15, 0) = - 1 : GOTO 60
1800 IF NO = 26 PRINT M1"TRY, BREAK COOKIE" : GOTO 60
1810 PRINT M3 : GOTO 60
1820 CLS : END
1830 PRINT : PRINT : PRINT : PRINT CHR$(31) "  PLAY AGAIN ( Y/ N
   )"
1840 A$ = INKEY$ : IF A$ = "Y" OR A$ = "N" THEN 1860
```

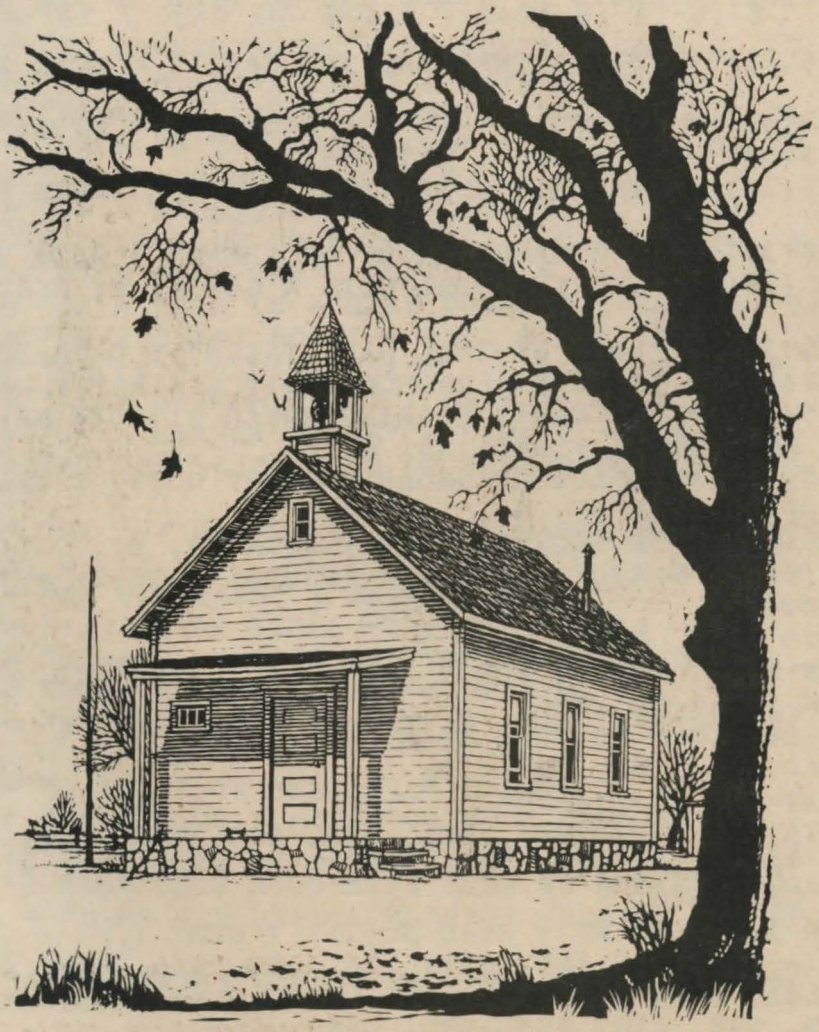
```
1850 GOTO 1840
1860 IF A$ = "Y" RUN
1870 CLS : END
1880 GOTO 1890
1890 PRINT@ 640,; : A$ = "    A TRUE LIFE ADVENTURE " : FOR I =
  1 TO LEN(A$) : PRINT MID$(A$, I, 1); : X = SQR(9999) : NEXT I
1900 GOTO 2100
1910 CLS
1920 PRINT "*** ADVENTURE VERSION 1.1 COPYRIGHT (C)1980 " : PRIN
  T
1930 PRINT "BY DON & FREDA BONER"
1940 PRINT : PRINT "          WELCOME TO THE WONDERFUL WORLD OF
  ADVENTURE!"
1950 PRINT
1960 PRINT "IN THIS ADVENTURE YOU TRY TO DELIVER WHITE-LIGHTNING
   (MOONSHINE)FROM YOUR FARM IN POSSUM HOLLOW THROUGH THE HILLS
  AND ";
1970 PRINT "HOLLOWS TOKNAWBONE -- BUT WATCH OUT FOR THE REVENUER
  'S AND ";
1980 PRINT "THE SHERIFF.   THIS IS YOUR LAST RUN.  IF YOU ARE SU
  CCESSFUL YOU WILL HAVE     ENOUGH MONEY TO GO TO COLLEGE.";
1990 PRINT " YOU MAY ONE DAY BECOME PRESIDENT.BUT REMEMBER, IF T
  HE LAW DON'T GET YOU THE MOUNTAIN WILL.       GOOD LUCK"
2000 PRINT : PRINT TAB(5)" PRESS ANY KEY"
2010 IF INKEY$ = "" THEN 2010
2020 CLS
2030 PRINT : PRINT : PRINT
2040 PRINT "AS YOU PLAY THE GAME, I WILL BE YOUR EYES AND HANDS.
   DIRECT ME  WITH ORDINARY ENGLISH SENTENCES OF ONE OR TWO WORD
  S."
2050 PRINT "SOME EXAMPLES ARE: " CHR$(34) "ENTER CAR" CHR$(34)",
   " CHR$(34)"DRIVE NORTH" CHR$(34)", " CHR$(34)"GET KEY" CHR$(3
  4)", AND" : PRINT CHR$(34)"GO WEST" CHR$(34)"."
2060 PRINT "USE ANY VERB/NOUN COMBINATION OR YOU CAN ASK FOR * H
   E L P *.   IF THIS GAME IS TAKING YOU TOO LONG TO PLAY OR TOO
   LONG A TIME  TO SOLVE, DON'T WORRY. IT WAS DESIGNED TO DO SO.
   TO SAVE A ";
2070 PRINT"GAME,TYPE " CHR$(34)"SAVE" CHR$(34)". TO LOAD A GAME,
   TYPE ";
2080 PRINT CHR$(34)"LOAD" CHR$(34)".
                PRESS THE SPACE BAR TO BEGIN...";
2090 IF INKEY$ = "" THEN 2090 ELSE CLS : RETURN
2100 CP = 2 : NN = 28 : LO = 41 : P = 38 : NV = 30 : DIM NO$(NN)
  , OB$(LO), OB(LO, 1), P$(P), P(P, 3), VB$(NV)
2110 P$(1) = "INSIDE A BARN" : DATA 2, 0, 0, 0
2120 P$(2) = "ON MY FARM OUTSIDE POSSUM HOLLOW" : DATA 0, 0, 0,
  3
2130 P$(3) = "15 MILES FROM POSSUM HOLLOW" : DATA 4, 5, 2, 7
2140 P$(4) = "AT A DEAD END" : DATA 0, 3, 0, 0
2150 P$(5) = "GOING DOWN A HILL ON DEAD MAN'S CURVE" : DATA 0, 6
  , 0, 0
2160 P$(6) = "D E A D !----MY CAR WENT OFF THE CLIFF" : DATA 0,
  0, 0, 0
2170 P$(7) = "AT A NARROW ROAD" : DATA 0, 0, 0, 0
```

```
2180 P$(8) = "PAST THE ROAD BLOCK" : DATA 0, 0, 0, 9
2190 P$(9) = "AT A " + CHR$(34) + "T" + CHR$(34) + " IN THE ROAD
   " : DATA 10, 33, 0, 0
2200 P$(10) = "ON THE SIDE OF THE ROAD BY A CLIFF" : DATA 0, 0,
  0, 0
2210 P$(11) = "ON A DARK COUNTRY ROAD" : DATA 12, 0, 0, 0
2220 P$(12) = "AT A " + CHR$(34) + "T" + CHR$(34) + " IN THE ROA
  D" : DATA 0, 0, 13, 30
2230 P$(13) = "ON A GRAVEL ROAD" : DATA 0, 19, 14, 0
2240 P$(14) = "ON A WINDING ROAD" : DATA 0, 0, 15, 0
2250 P$(15) = "IN FRONT OF A CHURCH PARKING LOT" : DATA 0, 18, 0
  , 0
2260 P$(16) = "IN FRONT OF THE CHURCH" : DATA 0, 0, 0, 0
2270 P$(17) = "INSIDE CHURCH" : DATA 0, 0, 0, 0
2280 P$(18) = "AT A GAS STATION" : DATA 13, 0, 15, 19
2290 P$(19) = "AT A LONG DRIVEWAY" : DATA 0, 0, 0, 20
2300 P$(20) = "ON AN UNKNOWN DARK ROAD" : DATA 31, 22, 0, 21
2310 P$(21) = "IN A FIRE, THE CAR WAS STRUCK BY LIGHTNING" : DAT
  A 0, 0, 0, 0
2320 P$(22) = "IN FRONT OF A BRIDGE" : DATA 0, 0, 0, 0
2330 P$(23) = "ON AN OLD ABANDONED ROAD" : DATA 0, 24, 0, 0
2340 P$(24) = "AT A DEAD END ROAD" : DATA 0, 0, 0, 0
2350 P$(25) = "IN FARMER BROWN'S PASTURE" : DATA 0, 27, 28, 26
2360 P$(26) = "IN A BULL PASTURE" : DATA 0, 0, 0, 0
2370 P$(27) = "STUCK IN FARMER BROWN'S LAKE" : DATA 0, 0, 0, 0
2380 P$(28) = "BACK ON THE MAIN ROAD" : DATA 37, 0, 0, 0
2390 P$(29) = "IN KNAWBONE" : DATA 0, 0, 0, 0
2400 P$(30) = "IN A DARK TUNNEL" : DATA 0, 0, 0, 31
2410 P$(31) = "COMING OUT OF A TUNNEL" : DATA 0, 20, 0, 32
2420 P$(32) = "AT A DEAD END" : DATA 0, 0, 0, 0
2430 P$(33) = "ON A ROAD IN A DARK FOREST" : DATA 0, 34, 0, 0
2440 P$(34) = "ON A BUMPY ROAD" : DATA 0, 36, 0, 0
2450 P$(35) = "ON AN OLD DIRT ROAD" : DATA 0, 0, 0, 0
2460 P$(36) = "ON A NARROW ROAD" : DATA 0, 0, 0, 0
2470 P$(37) = "AT A NARROW RIDGE" : DATA 0, 0, 0, 0
2480 P$(38) = "AT THE OTHER SIDE OF THE BRIDGE" : DATA 29, 0, 0,
   0
2490 OB$(1) = "MY '57 SOUPED UP CHEVY LOADED WITH WHITE-LIGHTNIN
  G" : DATA 2, 0
2500 OB$(2) = "AN OLD BARN" : DATA 2, 0
2510 OB$(3) = "- 2 SPARE TIRES -" : DATA 1, 10
2520 OB$(4) = "SOME OLD PARTS FOR THE STILL" : DATA 1, 0
2530 OB$(5) = "OLD TRUSTED STILL" : DATA 2, 0
2540 OB$(6) = "THE REVENUERS ABOUT 10 MILES BEHIND ME" : DATA 3,
   0
2550 OB$(7) = "3 FORKS IN THE ROAD" : DATA 3, 0
2560 OB$(8) = "REVENUERS 5 MILES BACK" : DATA 4, 0
2570 OB$(9) = "A LOT OF FOG AND LOTS OF CURVES" : DATA 5, 0
2580 OB$(10) = "ALL THAT MOONSHINE GONE TO WASTE" : DATA 6, 0
2590 OB$(11) = "DUMB OLD DEPUTY EARNEST HARDLEY SET UP A ROAD-BL
  OCK" : DATA 7, 10
2600 OB$(12) = "AN ANGRY DEPUTY AND THE BUSTED UP ROAD BLOCK" :
  DATA 8, 10
2610 OB$(13) = "WOODS.  SOMETHING IS WRONG WITH THE CAR" : DATA
  10, 0
```

```
2620 OB$(14) = "A FUNNY LOOKING BOX" : DATA 0, 10
2630 OB$(15) = "A FORTUNE COOKIE" : DATA 0, 10
2640 OB$(16) = "THE REVENUERS ABOUT 12 MILES BEHIND ME" : DATA 1
  2, 0
2650 OB$(17) = "GOOD! THE REVENUERS TURNED THE WRONG WAY." : DAT
  A 13, 0
2660 OB$(18) = "A DIM LIGHT UP AHEAD" : DATA 14, 0
2670 OB$(19) = "A CHURCH WITH IT'S LIGHTS ON." : DATA 15, 0
2680 OB$(20) = "AN OPEN DOOR" : DATA 16, 0
2690 OB$(21) = "A SET OF KEYS" : DATA 0, 10
2700 OB$(22) = "A LARGE PIPE ORGAN" : DATA 17, 0
2710 OB$(23) = "ALL THAT MOONSHINE GONE TO WASTE" : DATA 21, 0
2720 OB$(24) = "A SIGN" : DATA 22, 0
2730 OB$(25) = "SOME HIGH BUSHES AND TREE LIMBS ON THE SIDE OF R
  OAD" : DATA 0, 0
2740 OB$(26) = "THE SMALL BRIDGE IS CLOSED FOR REPAIRS" : DATA 3
  7, 0
2750 OB$(27) = "A LARGE MEAN LOOKING BEAR" : DATA 0, 0
2760 OB$(28) = "AN OLD PIPE" : DATA 0, 10
2770 OB$(29) = "THE REVENUERS ABOUT 3 MILES BACK" : DATA 24, 0
2780 OB$(30) = "LOTS OF TREES AND NO SIGN OF THE ROAD" : DATA 25
  , 0
2790 OB$(31) = "BULLS CHARGING THE CAR, I'M DONE FOR" : DATA 26,
   0
2800 OB$(32) = "A LOT OF MUD AND WATER, I'M STUCK" : DATA 27, 0
2810 OB$(33) = "A SIGN" : DATA 28, 0
2820 OB$(34) = "THE BOY'S WAITING WITH ALL THEIR MONEY" : DATA 2
  9, 20
2830 OB$(35) = "A STRANGE LIGHT UP AHEAD" : DATA 31, 0
2840 OB$(36) = "SHERIFF BUBA WITH A GUN AT MY HEAD" : DATA 32, 0

2850 OB$(37) = "LOTS OF TALL DARK TREES" : DATA 33, 0
2860 OB$(38) = "A CUTE BLOND LADY HITCHIKING" : DATA 34, 0
2870 OB$(39) = "MY CAR'S ROARING AHEAD WITHOUT ME! THE BLOND TOO
  K THE MOONSHINE" : DATA 35, 0
2880 OB$(40) = "A LOT OF SMOKE FROM MY HOOD, I THINK THE ENGINE
  BLEW UP" : DATA 36, 0
2890 OB$(41) = "A LOCKED GATE" : DATA 24, 0
2900 D$(0) = "NORTH" : D$(1) = "SOUTH" : D$(2) = "EAST" : D$(3)
  = "WEST"
2910 GOTO 2920
2920 FOR I = 1 TO P : FOR J = 0 TO 3 : READ P(I, J) : NEXT J,I
2930 FOR I = 1 TO LO
2940 IF OB$(I) = "" THEN 2960
2950 READ OB(I, 0), OB(I, 1)
2960 NEXT I
2970 DATA NOR, SOU, EAS, WES, CAR, BAR, TIR, ROA, CHU, ORG, KEY,
   LAD, TRE, BUS, PIP, BEA, GAT, RID, HIL, DEP, N, S, E, W, BOX,
   COO, BRI, SIG
2980 FOR I = 1 TO NN : READ NO$(I) : NEXT I
2990 DATA GO, DRI, ENT, GET, TAK, LOO, EXA, RUN, BUS, HEL, QUI,
  SAV, LOA, SCO, PIC, EXI, CHA, FIX, PLA, SAY, HIT, KIL, MOV, UN
  L, JUM, BRE, FIG, REA, DRO, OPE
3000 FOR I = 1 TO NV : READ VB$(I) : NEXT I
```

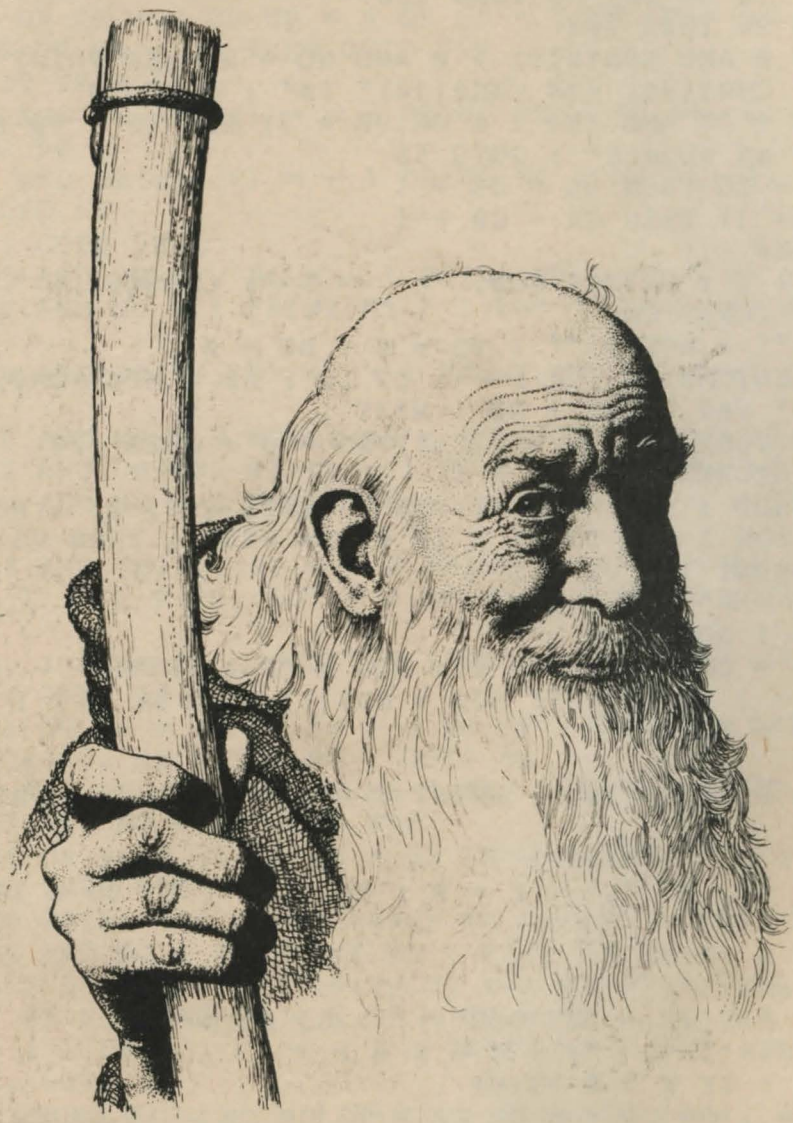
```
3010 GOSUB 1910 : GOTO 60
3020 END
3030 FOR AA = 1 TO 1500 : NEXT : RETURN
3040 LX = 0 : PRINT "**  TOO BAD --";
3050 IF CP = 7 OR CP = 4 OR CP = 10 OR CP = 32 OR CP = 24 OR CP
  = 27 OR CP = 36 OR CP = 35 THEN PRINT " -THE LONG ARM OF THE L
  AW GOT YOU" ELSE 3070
3060 GOSUB 3030 : GOTO 1830
3070 IF CP = 6 OR CP = 26 OR CP = 21 PRINT "-- YOU ARE DEAD --"
3080 GOSUB 3030 : GOTO 1830
3090 GOSUB 3030 : PRINT "        ****   Y O U   M A D E   I T   !
   *** " : GOTO 1830
```



Chapter Four

Deadly Dungeon

by Don & Freda Boner



Note: The save game routines for Deadly Dungeon are for tape only. Disk routines may be added by modifying lines 1390 to 1500.

```
10 POKE 16553, 255 : CLEAR 350 : CLS : PRINT CHR$(23) : A$ = "Th
  e Deadly Dungeon " : B$ = "        By Don & Freda Boner "
20 FOR I = 64 TO 448 STEP 64 : PRINT@ I - 64, "
              " : : PRINT@ I, A$; : PRINT@ 960 - I, B$ : FOR J =
   1 TO 50 : NEXT J, I
30 DEFINT A - Z : DEFSTR M : M0 = "I don't see it!" : M1 = "You
  can't do that. " : M2 = "You might try examining things" : M3
  = "I don't know "
40 M4 = "That won't work." : M5 = "I can't " : M6 = "Ok. " : GOT
  O 1960
50 TROFF : GOSUB 250 : GOSUB 140 : IF NO < 9 AND NO <> 0 AND (VB
   = 0 OR VB = 4) VB = 1
60 IF VB > 14 OR VB = 2 OR VB = 3 THEN 100
70 IF CP = 10 OR CP = 6 THEN 100
80 IF VB = 26 THEN 100
90 IF VB > 0 AND LEN(N1$) > 0 AND NO = 0 THEN PRINT "I don't kno
  w what " CHR$(34) N1$ CHR$(34)" is" : GOTO 50
100 IF N1$ = "" AND (VB > 8 OR VB = 2) AND VB < 20 PRINT " Pleas
  e supply an object" : GOTO 50
110 IF CP = 25 THEN DE = DE + 1
120 IF CP = 31 THEN CB = CB + 1
130 GOTO 380
140 T = T + 1 : PRINT@ 960, "   -----"; CHR$(94); " What should
  I do"; : INPUT CM$
150 VB$ = "" : NO$ = "" : VB = 0 : NO = 0
160 LC = LEN(CM$) : FOR I = 1 TO LC : A$ = MID$(CM$, I, 1) : IF
  A$ <> " " VB$ = VB$ + A$ : NEXT I
170 IF LEN(VB$) + 1 >= LEN(CM$) NO = 0 : GOTO 190
180 NO$ = RIGHT$(CM$, LC - I)
190 N1$ = NO$ : V1$ = VB$ : VB$ = LEFT$(VB$, 3) : NO$ = LEFT$(NO
  $, 3) : FOR I = 1 TO NV : IF VB$ = VB$(I) THEN VB = I : GOTO 2
  20 ELSE NEXT I : VB = 0
200 IF N1$ = "" NO$ = VB$
210 VB = 0 : GOTO 230
220 IF VB$ = CM$ THEN O = 0 : NO$ = "" : RETURN
230 FOR I = 1 TO NN : IF NO$ = NO$(I) THEN NO = I : ELSE NEXT I
  : NO = 0 : NO$ = ""
240 RETURN
250 PRINT@ 0, CHR$(30) : PRINT : PRINT : PRINT : PRINT : PRINT :
   II = 0
260 P$ = "I'm " + P$(CP)
270 PRINT@ 64, P$ "." : K = 0 : FOR I = 1 TO LO : IF OB(I, 0) <>
   CP THEN 310
280 IF K = 0 PRINT "
Visible items: ";
290 IF 3 + POS(0) + LEN(OB$(I)) > 63 PRINT
300 PRINT OB$(I)".  "; : K = K + 1
310 NEXT I : IF K > 0 PRINT
320 IF CP = 1 OR CP = 6 OR CP = 13 OR CP = 15 OR CP = 19 OR CP =
   26 OR CP = 28 OR CP = 32 PRINT STRING$(63, 140) : RETURN
330 K = 0 : PRINT "
Obvious exits are: "; : FOR I = 0 TO 3 : IF P(CP, I) = 0 THEN 36
  0
340 IF K > 0 PRINT ", ";
```

```
350 PRINT D$(I); : K = K + 1
360 NEXT I : PRINT "."
370 PRINT STRING$(63, 140) : RETURN
380 IF DE => 4 GOTO 2600
390 IF CB > 3 AND CP = 31 THEN OB(49, 0) = CP
400 ON VB GOTO 420, 610, 610, 420, 730, 730, 870, 990, 1090, 123
  0, 1280, 1530, 1550, 1670, 1670, 1680, 1680, 1840, 1870, 1940,
   1390, 1450, 1370, 1310, 1510, 1850, 980
410 PRINT " I don't know how to " CHR$(34) V1$ CHR$(34) " someth
  ing" : GOTO 50
420 IF NO = 0 PRINT "I need a direction" : GOTO 50
430 IF NO > 8 THEN 600
440 IF NO > 4 THEN NO = NO - 4
450 IF CP = 1 PRINT "Try EXIT TEMPLE" : GOTO 50
460 IF CP = 2 OR CP = 3 OR CP = 4 OR CP = 5 OR CP = 16 OR CP = 1
  7 OR CP = 18 OR CP = 27 THEN GOTO 770
470 IF CP <> 19 THEN 510
480 IF NO = 2 AND OB(34, 0) = - 1 PRINT M6 : OB(34, 0) = 19 : CP
   = 20 : GOTO 50
490 IF NO = 4 AND OB(34, 0) = - 1 PRINT M6 : OB(34, 0) = 19 : CP
   = 24 : : GOTO 50
500 PRINT M4 : GOTO 50
510 IF CP = 25 AND OB(23, 0) = - 1 PRINT M6 : CP = 26 : GOTO 50
520 IF CP = 25 AND NO = 1 PRINT M5 " I don't have the deed" : GO
  TO 50
530 IF CP = 28 AND OB(31, 0) <> - 1 PRINT M5 " I need the pick"
  : GOTO 50
540 IF CP = 28 AND NO = 3 PRINT M6 : CP = 29 : GOTO 50
550 IF CP = 32 AND OB(43, 0) <> - 1 PRINT M1 : GOTO 50
560 IF CP = 32 AND NO = 1 PRINT M6 : OB(43, 0) = 0 : CP = 33 : G
  OTO 50
570 IF CP = 13 AND OB(32, 0) = - 1 PRINT M6 : CP = 14 : GOTO 50
580 NO = NO - 1 : IF P(CP, NO) = 0 PRINT " I can't go that way"
  : GOTO 50
590 PRINT "OK, I went "; D$(NO)"." : CP = P(CP, NO) : GOTO 50
600 PRINT M1 : GOTO 50
610 IF CP = 21 OR CP = 14 OR CP = 9 OR CP = 10 THEN 650
620 IF CP <> OB(NO, 0) PRINT M0 : GOTO 50
630 IF NO > 8 AND NO < 18 PRINT M4 " Try FIGHT" : GOTO 50
640 IF NO > 17 AND NO < 25 THEN 690
650 IF NO = 30 OR NO = 31 OR NO = 32 THEN 690
660 IF NO = 43 THEN 690
670 IF NO = 36 PRINT "It's too heavy to carry" : GOTO 50
680 IF NO > 32 AND NO < 43 PRINT M1 : GOTO 50
690 IF ZZ + 1 > 5 PRINT "I'm carrying too much" : GOTO 50
700 IF OB(NO, 0) > 0 AND CP = 1 TS = TS = TS - 1
710 ZZ = ZZ + 1 : OB(NO, 0) = - 1 : PRINT M6 : GOTO 50
720 PRINT M4 : GOTO 50
730 IF NO = 0 AND LEN(N1$) > 0 PRINT " I can't drop " CHR$(34) N
  1$ CHR$(34) : GOTO 50
740 IF OB(NO, 0) <> - 1 PRINT M1 : GOTO 50
750 ZZ = ZZ - 1 : PRINT M6 : OB(NO, 0) = CP : IF CP = 1 AND OB(N
  O, 0) > 0 TS = TS + 1
760 GOTO 50
```

```
770 IF CP = 2 AND OB(16, 0) <> 0 PRINT M5 : GOTO 50
780 IF CP = 3 AND OB(11, 0) <> 0 PRINT M5 : GOTO 50
790 IF CP = 4 AND OB(9, 0) <> 0 PRINT M5 : GOTO 50
800 IF CP = 5 AND OB(10, 0) <> 0 PRINT M5 : GOTO 50
810 IF CP = 16 AND OB(17, 0) <> 0 PRINT M5 : GOTO 50
820 IF CP = 17 AND OB(12, 0) <> 0 PRINT M5 : GOTO 50
830 IF CP = 18 AND OB(13, 0) <> 0 PRINT M5 : GOTO 50
840 IF CP = 28 AND OB(15, 0) <> 0 PRINT M5 : GOTO 50
850 IF CP = 27 AND OB(14, 0) <> 0 PRINT M5 : GOTO 50
860 GOTO 580
870 IF NO = 29 AND CP = 11 THEN 890
880 IF NO = 29 AND CP <> 14 PRINT M1 : GOTO 50
890 IF CP = 11 AND NO = 29 PRINT M6 " I see something" : OB(30,
  0) = CP : OB(29, 0) = 0 : GOTO 50
900 IF CP = 11 AND NO = 30 AND OB(30, 0) <> - 1 PRINT M5 : GOSUB
   2590 : PRINT "yet" : GOTO 50
910 IF CP = 11 AND NO = 30 PRINT M6 : OB(18, 0) = CP : GOTO 50
920 IF CP = 7 AND NO = 40 PRINT M5 " Try ENTER PIT" : GOTO 50
930 IF CP = 8 AND NO = 30 PRINT M6 " Wow!" : OB(19, 0) = CP : GO
  TO 50
940 IF CP = 9 AND NO = 30 GOTO 2600
950 IF CP = 14 AND NO = 29 PRINT M6 : OB(33, 0) = CP : GOTO 50
960 IF NO = 25 PRINT M5 : GOTO 50
970 PRINT M1 : GOTO 50
980 IF CP = 6 PRINT M6 : CP = 7 : GOTO 50
990 IF CP = 7 AND OB(31, 0) <> - 1 PRINT M5 " I don't have the p
  ick" : GOTO 50
1000 IF CP = 7 AND NO = 40 PRINT M6 : CP = 15 : GOTO 50
1010 IF CP = 14 AND NO = 33 PRINT M6 : CP = 8 : GOTO 50
1020 IF CP = 15 AND NO = 37 PRINT M6 : AB = 2 : CP = 1 : GOTO 50

1030 IF CP = 19 AND NO = 34 PRINT M6 " Now I can go south or wes
  t" : OB(34, 0) = - 1 : GOTO 50
1040 IF CP = 25 PRINT M5 " yet" : GOTO 50
1050 IF CP = 26 AND NO = 37 PRINT M6 : AB = 3 : CP = 1 : GOTO 50

1060 IF CP = 32 AND OB(43, 0) <> - 1 PRINT M5 " I don't have the
   rope" : GOTO 50
1070 IF CP = 32 PRINT M6 : CP = 33 : GOTO 50
1080 IF CP = 33 AND NO = 37 PRINT M6 : CP = 1 : GOTO 50
1090 IF CP > 1 OR NO <> 37 PRINT M1 : GOTO 50
1100 IF AB = 1 THEN XY = RND(5)
1110 IF AB = 1 AND XY = 1 THEN XY = 2
1120 IF AB = 1 THEN CP = XY : PRINT M6 : GOTO 50
1130 IF AB <> 2 THEN 1180 ELSE XY = RND(3)
1140 IF XY = 1 THEN XY = 16
1150 IF XY = 2 THEN XY = 17
1160 IF XY = 3 THEN XY = 18
1170 CP = XY : GOTO 50
1180 IF AB <> 3 THEN 1220 ELSE XY = RND(2)
1190 IF XY = 1 THEN XY = 27
1200 IF XY = 2 THEN XY = 28
1210 CP = XY : GOTO 50
1220 IF AB > 3 THEN AB = 1 : GOTO 1090
```

```
1230 IF NO < 18 PRINT M1 : GOTO 50
1240 IF CP = 31 AND NO = 41 AND OB(49, 0) <> CP PRINT M4 : GOTO
  50
1250 IF CP = 31 AND OB(31, 0) <> - 1 PRINT M5 " I don't have the
   pick" : GOTO 50
1260 IF CP = 31 PRINT M6 " Wow, I see a passage" : GOSUB 2590 :
  PRINT "Now I will see where it will take me" : CP = 32 : GOTO
  50
1270 M4 : GOTO 50
1280 IF CP <> 32 PRINT M1 : GOTO 50
1290 IF OB(43, 0) <> - 1 PRINT M5 : GOTO 50
1300 PRINT M6 " Here goes." : GOSUB 2590 : PRINT "The rope caugh
  t on something. Now I'll get out of this dark and damp pit" :
  CP = 33 : GOTO 50
1310 A$ = "sword, shield, bow and arrows"
1320 IF ZZ = 0 PRINT "Except for my " A$ ", nothing" : GOTO 50
1330 PRINT " Currently I'm carrying my " A$ " which I must keep
  and :" : FOR I = 1 TO LO : IF OB(I, 0) <> - 1 THEN 1360
1340 IF 3 + POS(0) + LEN(OB$(I)) > 63 PRINT
1350 PRINT OB$(I)",  ";
1360 NEXT I : PRINT : GOTO 50
1370 INPUT "Do you really want to quit now"; X$ : IF LEFT$(X$, 1
  ) = "Y" THEN 1380 ELSE PRINT "I didn't think so." : GOTO 50
1380 CLS : END
1390 CLS : INPUT "Press enter when ready"; YY
1400 FOR I = 1 TO LO
1410 PRINT#-1, OB(I, 0)
1420 NEXT I
1430 PRINT#-1, CP, ZZ, T, C1, A1, AB
1440 GOTO 50
1450 CLS : INPUT " Press enter when ready"; YY
1460 FOR I = 1 TO LO
1470 INPUT#-1, OB(I, 0)
1480 NEXT I
1490 INPUT#-1, CP, ZZ, T, C1, A1, AB
1500 GOTO 50
1510 SC = 0 : FOR I = 1 TO LO : IF OB(I, O) = 1 SC = SC + OB(I,
  1)
1520 NEXT I : PRINT M6 "You have "SC" points out of a total of 5
  00!" : IF SC=500 THEN PRINT "Congratulations." : PRINT "You ha
  ve beaten the perils of the Deadly Dungeon!" : GOTO 1890 ELSE
  50
1530 IF CP <> 10 PRINT M1 : GOTO 50
1540 PRINT M6 : GOSUB 2580 : PRINT " Look" : CP = 8 : GOTO 50
1550 IF CP = 1 AND NO = 42 PRINT M6 " It says:  To leave, enter
  " CHR$(34) "EXIT TEMPLE" CHR$(34) ". Leave =>treasures" : PRIN
  T "here, say " CHR$(34) "SCORE" CHR$(34) " and I hope you have
   better luck than my friendon the floor." : GOTO 50
1560 IF CP = 9 AND NO = 38 PRINT M6 " It says: Do not open" : GO
  TO 50
1570 IF CP = 10 AND NO = 38 PRINT M6 " For magic, move me" : GOT
  O 50
1580 IF CP = 13 AND OB(32, 0) = - 1 PRINT M6 " Go north anyway"
  : GOTO 50
```

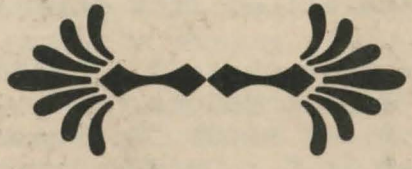
```
1590 IF CP = 15 AND NO = 42 PRINT M6 "It says: Take your treasur
  es and " CHR$(34) "ENTER TEMPLE" CHR$(34) "." : PRINT "Then "
  CHR$(34) "EXIT TEMPLE" CHR$(34) " and you will be in Level 2"
  : GOTO 50
1600 IF CP = 23 AND NO = 42 PRINT M6 " Keep out!" : GOTO 50
1610 IF CP = 26 AND NO = 38 PRINT M6 "It says: Take your treasur
  e and " CHR$(34) "ENTER TEMPLE" CHR$(34) "." : PRINT "Then " C
  HR$(34) "EXIT TEMPLE" CHR$(34) " and you will be in Level 3" :
   GOTO 50
1620 IF CP = 31 AND OB(49, 0) <> CP PRINT M3 : GOTO 50
1630 IF CP = 31 AND OB(49, 0) = CP PRINT M6 : GOSUB 2590 : PRINT
   "It's in a strange language"; : GOSUB 2580 : PRINT " I think
  it says" CHR$(34) " H I T   M E " CHR$(34) : GOTO 50
1640 IF CP = 28 AND NO = 42 PRINT M6 " Go east" : GOTO 50
1650 IF CP = 33 AND NO = 42 THEN PRINT "It says: Take your treas
  ures and " CHR$(34) "ENTER TEMPLE" CHR$(34) : GOTO 50
1660 PRINT M1 : GOTO 50
1670 PRINT " Okay... "; N1$ : GOTO 50
1680 IF NO = 0 THEN 1730
1690 IF NO > 8 THEN 1730
1700 IF NO > 4 NO = NO - 4
1710 NO = NO - 1 : IF P(CP, NO) = 0 PRINT M1 : GOTO 50
1720 PRINT "Okay, I see something to the "D$(NO) : GOTO 50
1730 IF CP = 7 AND NO = 40 PRINT M6 " There is something there."
   : GOTO 50
1740 IF CP = 8 AND NO = 35 PRINT M6 " I see some old pots and ot
  her strange items"; : GOSUB 2590 : PRINT " and a box. I'll get
   the box." : GOTO 50
1750 IF CP = 8 AND NO = 30 PRINT M3 " Try OPEN BOX" : GOTO 50
1760 IF CP = 8 PRINT M6 " Look!" : OB(31, 0) = CP : GOTO 50
1770 IF CP = 9 AND NO = 35 PRINT M6 " I see a box with writing o
  n it. "; : GOSUB 2590 : PRINT "It says : Do not open." : GOTO
  50
1780 IF CP = 15 AND NO = 35 PRINT M6 : OB(23, 0) = CP : OB(24, 0
  ) = CP : GOTO 50
1790 IF CP = 21 AND NO = 36 PRINT M6 " It's a note, " : GOSUB 25
  90 : PRINT "and it says: Don't forget the deed" : GOTO 50
1800 IF CP = 1 PRINT "No... Not Here!" : GOTO 50
1810 IF CP = 21 PRINT M6 : OB(36, 0) = CP : GOTO 50
1820 IF CP = 28 OR CP = 31 OR CP = 33 AND NO = 42 PRINT M1 " Try
   reading it." : GOTO 50
1830 PRINT "I see nothing of interest." : GOTO 50
1840 PRINT "Get ready", : GOTO 2620
1850 PRINT "I don't know where " CHR$(34) N1$ CHR$(34)" is" : GO
  TO 50
1860 PRINT M0 : GOTO 50
1870 IF CP <> 32 PRINT M1 : GOTO 50
1880 PRINT M5 " Throw rope" : GOTO 50
1890 PRINT : PRINT : PRINT : PRINT "  Play again? (Y/N)"
1900 A$ = INKEY$ : IF A$ = "Y" OR A$ = "N" THEN 1920
1910 GOTO 1900
1920 IF A$ = "Y" RUN
1930 CLS : END
1940 IF CP = 32 PRINT " Throw rope" : GOTO 50
```

```
1950 PRINT M2 : GOTO 50
1960 GOTO 2190
1970 CLS
1980 PRINT "*** Adventure Version 2.3 Copyright (c) 1980 " : PRI
  NT
1990 PRINT "By Don & Freda Boner"
2000 PRINT : PRINT "          Welcome to the wonderful world of
  adventure!"
2010 PRINT
2020 PRINT "In this adventure, you will enter the dungeon and fi
  ght off     vicious creatures in search of treasures. I will b
  e your eyes"
2030 PRINT "and hands.  Direct me with ordinary one or two word
  sentences."
2040 PRINT "Some examples are: " CHR$(34) "GO NORTH" CHR$(34) ",
    " CHR$(34) "FIGHT ZOMBIE" CHR$(34) ", " CHR$(34) "INVENTORY"
  CHR$(34) ", and " CHR$(34) "GET RING" CHR$(34)
2050 PRINT "If this adventure is taking you too long to solve, y
  ou can save"
2060 PRINT "the game by typing, " CHR$(34) "SAVE" CHR$(34) ". To
    load a previously saved game,    type " CHR$(34) "LOAD" CHR$(
  34)"."
2070 PRINT "
                Press the space bar to begin...";
2080 IF INKEY$ = "" THEN 2080 ELSE CLS
2090 PRINT : PRINT : PRINT "You dare to enter the dungeon. "; :
  GOSUB 2590 : PRINT ". "; : GOSUB 2590 : PRINT ". " : GOSUB 259
  0
2100 PRINT "Ok, be prepared to face the peril the dungeon has in
    store for  you. I will roll the dice to ";
2110 PRINT "determine your combat rating.  Six is the highest.
  I will also determine the number of arrows you have."
2120 PRINT : C1 = RND(6) : IF C1 =< 2 THEN C1 = C1 + C1
2130 PRINT "You have a combat rating of "; C1;
2140 A1 = RND(17) : IF A1 =< 5 THEN A1 = A1 + 5
2150 IF C1 =< 3 THEN A1 = A1 + 6
2160 PRINT " and you have "; A1; "arrows." : PRINT : PRINT "Writ
  e down your combat rating and the number of arrows."
2170 PRINT : PRINT : PRINT "                                Press the
    space bar to begin..."
2180 IF INKEY$ = "" THEN 2180 ELSE CLS : RETURN
2190 CP = 1 : NN = 43 : LO = 53 : P = 33 : NV = 27 : DIM NO$(NN)
  , OB$(LO), OB(LO, 1), P$(P), P(P, 3), VB$(NV)
2200 PRINT@ 640,; : A$ = "A Dungeon & Dragon Adventure " : FOR I
    = 1 TO LEN(A$) : PRINT MID$(A$, I, 1); : X = SQR(9999) : NEXT
    I : AB = 1
2210 P$(1) = "inside the deadly temple" : P$(2) = "in a small ar
  mory" : P$(3) = "in the dim lit small room full of steam"
2220 P$(4) = "in the display room" : DATA 0, 0, 0, 0, 0, 0, 0, 1
  1, 0, 0, 0, 10, 0, 0, 0, 9
2230 P$(5) = "at the passage of the dead" : P$(6) = "inside the
  old cathedral" : P$(7) = "in the dark pit room"
2240 P$(8) = "in the Sorcerer's magic room" : DATA 0, 6, 0, 13,
  0, 0, 0, 0, 8, 12, 0, 0, 10, 7, 9, 0
2250 P$(9) = "in a Victorian sitting room" : P$(10) = "in a dark
    grave yard"
```

```
2260 P$(11) = "in a very old corridor" : DATA 10, 13, 0, 14, 11,
   9, 0, 0, 13, 10, 0, 14
2270 P$(12) = "in a tight passage" : P$(13) = "in the old hall o
  f glass mirrors" : P$(14) = "in an old rock mine"
2280 P$(15) = "inside the council room" : DATA 7, 0, 0, 13, 0, 0
  , 0, 0, 11, 13, 9, 0, 0, 0, 0, 0
2290 P$(16) = "in a small lab" : P$(17) = "in a small cave" : P$
  (18) = "in the gladiator's training arena"
2300 P$(19) = "inside a cave beside an underground river" : DATA
   0, 0, 0, 19, 0, 0, 0, 20, 0, 0, 0, 21, 0, 0, 0, 0
2310 P$(20) = "in a small dark tunnel" : P$(21) = "in the senate
   chambers" : P$(22) = "at a narrow path"
2320 P$(23) = "in a forest" : DATA 0, 21, 0, 22, 0, 25, 19, 22,
  19, 21, 20, 23, 0, 24, 22, 0
2330 P$(24) = "up in the mountain" : P$(25) = "in a field of pop
  pies" : P$(26) = "inside the castle"
2340 P$(27) = "in the ancient torture chambers" : DATA 23, 0, 19
  , 25, 26, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 29
2350 P$(28) = "in the hall of no return" : P$(29) = "in a small
  work room"
2360 P$(30) = "in a dark muddy field" : DATA 0, 0, 0, 0, 30, 31,
   30, 30, 29, 31, 29, 29
2370 P$(31) = "in a large stone cavern" : P$(32) = "in a deep pi
  t" : P$(33) = "in the King's treasure room" : DATA 30, 29, 29,
   30, 0, 0, 0, 0, 0, 0, 0, 0
2380 DATA A giant lizard, A zombie, A killer cockroach, A giant
  grasshopper, An evil dwarf, A vampire bat, A wicked troll
2390 DATA A killer tiger, A wolf, A=>diamond, A diamond=>ring, A
   copper=>lamp, A King's=>crown, A silver candle stick=>holder
2400 DATA A=>deed to the castle
2410 DATA A priceless=>painting, An empty weapon case, A small p
  ool of greenish water, Parts of a human skeleton, A pile of ro
  cks
2420 DATA A closed door, A funny box, An old coal pick, A piece
  of paper with writing on it, An old mine shaft, A small rowboa
  t, A large table, A law book
2430 DATA A monument to the dead with a sign at the bottom, An o
  ld case with awards from long ago, A row of pews and a very ol
  d rusty pipe organ
2440 DATA A tombstone, Some old chairs and a table, A cluttered
  table and floor, A rope, "A mining cart, some rocks, and a old
   door"
2450 DATA A sign on the wall, A desk, Lots of trees and a road s
  ign, "Mirrors all around me. There is no way out."
2460 DATA Some writing on the wall, A sign, A row of pits sealed
   off... except one which is covered with    coal, Writing on t
  he wall, A sign
2470 DATA 4, 0, 5, 0, 3, 0, 17, 0, 18, 0, 27, 0, 28, 0, 2, 0, 16
  , 0, 0, 50, 0, 50, 26, 50, 33, 200, 29, 50, 33, 50, 0, 50, 2,
  0, 3, 0, 1, 0, 14, 0, 11, 0, 0, 0, 0, 0, 13
2480 DATA 0, 0, 0, 19, 0, 15, 0, 0, 0, 1, 0, 4, 0, 6, 0, 10, 0,
  9, 0, 8, 0, 25, 0, 14, 0, 15, 0, 21, 0, 23, 0, 13, 0, 0, 0, 33
  , 0, 7, 0, 26, 0, 28, 0
2490 D$(0) = "north" : D$(1) = "south" : D$(2) = "east" : D$(3)
  = "west"
```

```
2500 FOR I = 1 TO P : FOR J = 0 TO 3 : READ P(I, J) : NEXT J, I
2510 FOR I = 9 TO LO : READ OB$(I) : NEXT I : FOR I = 9 TO LO :
  READ OB(I, 0), OB(I, 1) : NEXT I
2520 DATA NOR, SOU, EAS, WES, N, S, E, W, LIZ, ZOM, COC, GRA, DW
  A, BAT, TRO, TIG, WOL, DIA, RIN, LAM, CRO, HOL, DEE, PAI, CAS,
   WAT, SKE, ROC, DOO
2530 DATA BOX, PIC, PAP, SHA, BOA, TAB, BOO, TEM, WRI, TRE, PIT,
   WAL, SIG, ROP
2540 FOR I = 1 TO NN : READ NO$(I) : NEXT I
2550 DATA GO, GET, TAK, WAL, LEA, DRO, OPE, ENT, EXI, HIT, THR,
  MOV, REA, YEL, SAY, LOO, EXA, FIG, CLI, HEL, SAV, LOA, QUI, IN
  V, SCO, FIN, PLA
2560 FOR I = 1 TO NV : READ VB$(I) : NEXT I
2570 GOSUB 1970 : GOTO 50
2580 FOR AA = 1 TO 1500 : NEXT : RETURN
2590 FOR AA = 1 TO 700 : NEXT : RETURN
2600 PRINT "Something gives off a deadly gas."; : GOSUB 2590 : P
  RINT "  You are traped. " : GOSUB 2590
2610 PRINT "You gasp for air." : GOSUB 2580 : GOSUB 2590 : CLS :
   PRINT@ 522, "Y o u   a r e    >>> D E A D <<<" : GOSUB 2590 :
   GOTO 1890
2620 IF CP <> OB(NO, 0) PRINT M0 : GOTO 50
2630 IF CP > 1 AND CP < 6 THEN C2 = RND(5) : GOTO 2660
2640 IF CP > 15 AND CP < 19 THEN C2 = RND(6) : GOTO 2660
2650 C2 = RND(6) : IF C2 =< 2 THEN C2 = C2 + 4
2660 PRINT : PRINT "The monster has a combat rating of"; C2
2670 PRINT : PRINT "Type 'S' to fight with your sword or 'A' to
  shoot arrows"
2680 A$ = INKEY$ : IF A$ = "" THEN 2680
2690 IF A$ = "A" THEN GOTO 2830
2700 IF A$ = "S" THEN GOTO 2720
2710 GOTO 2680
2720 IF C1 > C2 THEN 2780
2730 FT = RND(5) : IF FT = 1 THEN PRINT "Your sword cuts into th
  e monster's flesh." : GOSUB 2590 : PRINT "You slash wildly wit
  h your sword
and cut off the creature's head!" : OB(NO, 0) = 0 : GOTO 50
2740 PRINT "You swing at the creature and wound it. " : GOSUB 25
  90 : D = RND(5) : IF D = 2 PRINT "You've lost your sword. The
  creature attacks with all of it's strength and kills you!" : G
  OTO 1890
2750 PRINT " Blood is everywhere!" : GOSUB 2590 : PRINT "You thr
  ust at the monster and it dodges."
2760 D = RND(3) : IF D = 1 PRINT "Your sword sliced the monster
  again and you killed it." : OB(NO, 0) = 0 : GOTO 50
2770 PRINT "Oh-----" : GOSUB 2590 : PRINT "You are killed!" : GO
  TO 1890
2780 PRINT "You instantly thrust your sword at the creature." :
  GOSUB 2590 : D = RND(10)
2790 IF D = 2 PRINT "The creature makes a surprise attack. You a
  re wounded." : GOSUB 2590 : PRINT "You have been killed !" : G
  OTO 1890
2800 PRINT "The monster is wounded." : D = RND(4) : IF D = 3 PRI
  NT "You cut the monster's body in half and kill it." : OB(NO,
  0) = 0 : GOTO 50
```

```
2810 PRINT "Watch  out !" : GOSUB 2590 : PRINT "You hit the crea
 ture again..." : D = RND(7) : IF D = 2 GOTO 2780
2820 PRINT "You killed it !" : OB(NO, 0) = 0 : GOTO 50
2830 PRINT : PRINT "You have "A1" arrows." : IF A1 = 0 PRINT "Yo
  u are out of arrows!  You are killed." : GOTO 1890
2840 IF OB(NO, 0) = 0 THEN GOTO 50
2850 D = RND(12) : IF D = 4 PRINT "Your arrow missed." : GOSUB 2
  770 : PRINT "The creature has the opportunity to strike and do
  es... " : GOSUB 2770 : PRINT "You are killed" : GOTO 1890
2860 IF D = 5 PRINT "Your arrow hits the creature... It's dead"
  : A1 = A1 - 1 : PRINT "You have"A1" arrows left" : OB(NO, 0) =
   0 : GOTO 50
2870 PRINT "Your arrow hits the creature and wounds it. There's
  blood       everywhere." : GOSUB 2580
2880 A1 = A1 - 1 : PRINT "You have"A1" arrows" : GOSUB 2590 : IF
   A1 =< 0 THEN 2830
2890 PRINT "You fire again." : A1 = A1 - 1 : GOSUB 2580 : D = RN
  D(9) : IF D = 2 THEN GOTO 2920 ELSE PRINT "The creature is not
   dead yet."
2900 D = RND(2) : IF D = 1 PRINT "***   You hit the creature dea
  d center and killed it!" : OB(NO, 0) = 0 : PRINT "You have" A1
  " arrows" : GOTO 50
2910 PRINT "***  Your arrow missed" : A1 = A1 - 1 : GOSUB 2580 :
   GOTO 2830
2920 PRINT "You missed" : GOTO 2830
```



Chapter Five

Revenge of Balrog

by Don & Freda Boner

Note: This adventure is the first part of a two-part adventure. The Fortress at Times-End is the second part and should be played only following successful completion of this one.

The save game routines for this program are for tape only. Disk routines may be added by modifying lines 1560 to 1670.

```
10 ' The Revenge of Balrog (c) 1981 by Donald L & Freda L Boner
20 POKE 16553, 255 : CLEAR 400 : CLS : PRINT CHR$(23) : A$ = "Re
  venge   of   the   Balrog " : B$ = "          By Don & Freda Bon
  er "
30 FOR I = 64 TO 448 STEP 64 : PRINT@ I - 64, "
                " : : PRINT@ I, A$; : PRINT@ 960 - I, B$ : FOR J =
   1 TO 50 : NEXT J, I
40 DEFINT A - Z : DEFSTR M : M0 = "I don't see it!" : M1 = "Don'
  t be ridiculous!" : M2 = "You might try examining things..." :
   M3 = "I see nothing unusual. "
50 M4 = " That's beyond my power " : M5 = "I can't " : M6 = "Ok.
   " : GOTO 1840
60 GOSUB 270 : GOSUB 160 : IF NO < 9 AND NO <> 0 AND (VB = 0 OR
  VB = 4)VB = 1
70 IF VB < 9 THEN 110
80 IF VB = 17 OR VB = 18 OR VB = 25 THEN 110
90 IF OB(21, 0) = - 1 AND OB(22, 0) = - 1 THEN BB = 2 ELSE BB =
  1
100 IF VB > 0 AND LEN(N1$) > 0 AND NO = 0 THEN PRINT "I don't kn
  ow what " CHR$(34)N1$ CHR$(34)" is" : GOTO 60
110 IF N1$ = "" AND (VB > 8 OR VB = 2) AND VB < 19 PRINT " Pleas
  e supply an object" : GOTO 60
120 IF CP = 6 THEN DE = DE + 1
130 IF CP = 11 THEN CB = CB + 1
140 IF CP = 25 THEN ED = ED + 1
150 GOTO 400
160 IF CP = 9 OR CP = 13 OR CP = 15 OR CP = 36 THEN 2400
170 T = T + 1 : PRINT@ 960, "  -----"; CHR$(94); " What should I
   do"; : INPUT CM$
180 VB$ = "" : NO$ = "" : VB = 0 : NO = 0
190 LC = LEN(CM$) : FOR I = 1 TO LC : A$ = MID$(CM$, I, 1) : IF
  A$ <> " "VB$ = VB$ + A$ : NEXT I
200 IF LEN(VB$) + 1 >= LEN(CM$)NO = 0 : GOTO 220
210 NO$ = RIGHT$(CM$, LC - I)
220 N1$ = NO$ : V1$ = VB$ : VB$ = LEFT$(VB$, 3) : NO$ = LEFT$(NO
  $, 3) : FOR I = 1 TO NV : IF VB$ = VB$(I) THEN VB = I : GOTO 2
  50 ELSE NEXT I : VB = 0
230 IF N1$ = ""NO$ = VB$
240 VB = 0 : GOTO 260
250 IF VB$ = CM$ THEN O = 0 : NO$ = "" : RETURN
260 FOR I = 1 TO NN : IF NO$ = NO$(I) THEN NO = I : RETURN ELSE
  NEXT I : NO = 0 : NO$ = "" : RETURN
270 PRINT@ 0, CHR$(30) : PRINT : PRINT : PRINT : PRINT : PRINT :
   II = 0
280 P$ = "I'm " + P$(CP)
290 PRINT@ 64, P$ "." : K = 0 : FOR I = 1 TO LO : IF OB(I, 0) <>
   CP THEN 330
300 IF K = 0 PRINT "
Visible items: ";
310 IF 3 + POS(0) + LEN(OB$(I)) > 63 PRINT
320 PRINT OB$(I)".  "; : K = K + 1
330 NEXT I : IF K > 0 PRINT
340 IF CP = 4 OR CP = 9 OR CP = 13 OR CP = 15 OR CP = 18 OR CP =
   26 OR CP = 36 OR CP = 39 OR CP = 40 OR CP = 42 PRINT STRING$(
  63, 140) : RETURN
```

```
350 K = 0 : PRINT "
Obvious exits are: "; : FOR I = 0 TO 3 : IF P(CP, I) = 0 THEN 38
 0
360 IF K > 0 PRINT ", ";
370 PRINT D$(I); : K = K + 1
380 NEXT I : PRINT "."
390 PRINT STRING$(63, 140) : RETURN
400 IF DE => 2 THEN 2400
410 IF CB > 3 THEN 2410
420 IF EP > 3 THEN 2410
430 ON VB GOTO 450, 450, 640, 640, 760, 760, 790, 790, 1020, 109
 0, 1130, 1130, 1160, 1180, 1300, 1370, 1470, 1470, 1480, 1500,
  1560, 1620, 1700, 1750, 1810, 1820, 1310, 1680
440 PRINT "I don't know how to " CHR$(34)V1$ CHR$(34)" something
 " : GOTO 60
450 IF NO = 0 PRINT "I need a direction" : GOTO 60
460 IF NO > 8 THEN 540
470 IF CP = 25 THEN 600
480 IF CP = 38 THEN 620
490 IF CP = 11 THEN 580
500 IF NO > 4NO = NO - 4
510 NO = NO - 1 : IF P(CP, NO) = 0 PRINT "I can't go that way!"
 : GOTO 60
520 PRINT "Ok, I went "; D$(NO)"." : CP = P(CP, NO) : GOTO 60
530 PRINT M1 : GOTO 60
540 IF CP = 4 PRINT "Try EXIT TENT" : GOTO 60
550 IF CP = 18 PRINT "Try EXIT INN" : GOTO 60
560 IF CP = 42 PRINT "Try CLIMB DOWN!" : GOTO 60
570 PRINT "I don't understand you" : GOTO 60
580 IF OB(51, 0) <> 0 PRINT "You must fight the giant!" : GOTO 6
 0
590 GOTO 500
600 IF OB(27, O) <> 0 PRINT "You must fight the orc!" : GOTO 60
610 GOTO 500
620 IF OB(41, 0) <> 0 PRINT "You must fight the guard!" : GOTO 6
 0
630 GOTO 500
640 IF NO = 18 OR NO = 21 OR NO = 22 OR NO = 40 OR NO = 43 OR NO
  = 47 THEN 720
650 IF NO = 11 OR NO = 16 OR NO = 41 OR NO = 33 THEN PRINT "Try
 FIGHT" : GOTO 60
660 IF NO = 45 AND CP = 2 PRINT "A venomous snake springs from t
 he rock and bites me" : GOSUB 2380 : PRINT "Y o u   a r e   D
 E A D" : GOTO 1760
670 IF NO = 38 AND CP = 37 PRINT M5" Try MOVE" : GOTO 60
680 IF NO = 42 AND CP = 39 PRINT M5" Try UNTIE" : GOTO 60
690 IF NO = 20 AND CP = 18 PRINT M5" It's too heavy" : GOTO 60
700 IF CP = 6 PRINT "The dragon won't let me !" : GOTO 60
710 PRINT M4" to get the " CHR$(34)N1$ CHR$(34) : GOTO 60
720 IF CP <> OB(NO, 0) PRINT M0 : GOTO 60
730 IF ZZ + 1 > 4 PRINT "I'm carrying too much !" : GOTO 60
740 ZZ = ZZ + 1 : OB(NO, 0) = - 1 : PRINT M6 : GOTO 60
750 PRINT M1 : GOTO 60
760 IF OB(NO, 0) <> - 1 PRINT M1 : GOTO 60
770 ZZ = ZZ - 1 : PRINT M6 : OB(NO, 0) = CP
```

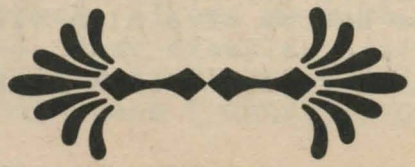
```
780 GOTO 60
790 IF NO = 10 OR NO = 43 PRINT "Try READ" : GOTO 60
800 IF NO = 44 AND CP = 2 PRINT M6 : OB(45, 0) = CP : GOTO 60
810 IF NO = 12 AND CP = 3 PRINT " Something's inside" : GOSUB 23
  90 : PRINT " Could be a trap?" : GOTO 60
820 IF NO = 13 AND CP = 4 PRINT M6"Look!!" : OB(21, 0) = CP : OB
  (22, 0) = CP : GOTO 60
830 IF NO = 15 AND CP = 12 PRINT "Something's inside" : GOTO 60
840 IF NO = 17 AND CP = 16 PRINT M6"Look!" : OB(18, 0) = CP : GO
  TO 60
850 IF NO = 18 AND OB(18, 0) <> - 1 PRINT "I don't have it!" : G
  OTO 60
860 IF NO = 18 AND OB(18, 0) = - 1 PRINT M6 : OB(43, 0) = CP : G
  OTO 60
870 IF NO = 20 AND CP = 18 PRINT M6 : OB(47, 0) = CP : GOTO 60
880 IF NO = 14 AND CP = 23 OR CP = 24 PRINT "The north side of t
  he tree is covered with moss" : GOTO 60
890 IF CP = 27 OR CP = 28 OR CP = 30 OR CP = 31 OR CP = 32 PRINT
   "I can't tell what's going on" : GOTO 60
900 IF NO = 14 AND CP = 37 PRINT M6 : OB(38, 0) = CP : GOTO 60
910 IF NO = 29 AND CP = 40 PRINT " Climb it " : GOTO 60
920 IF NO = 39 AND CP = 37 PRINT M6 : OB(40, 0) = CP : GOTO 60
930 IF NO = 40 AND CP = 37 PRINT M6" It's the magical sword " :
  GOTO 60
940 IF NO = 0 THEN 1000
950 IF NO > 8 THEN 1000
960 IF NO > 4NO = NO - 4
970 NO = NO - 1 : IF CP = 42 THEN 990
980 IF P(CP, NO) = 0 PRINT M1 : GOTO 60
990 PRINT "Okay, I see something to the "D$(N0) : GOTO 60
1000 IF NO = 38 AND CP = 37 PRINT " Something is under it " : GO
  SUB 2380 : PRINT "Maybe I should move it !" : GOTO 60
1010 PRINT M3 : GOTO 60
1020 IF NO = 12 AND CP = 3 PRINT M6 : CP = 4 : GOTO 60
1030 IF NO = 15 AND CP = 12 PRINT M6 : CP = 13 : GOTO 60
1040 IF NO = 26 AND CP = 17 PRINT M6 : CP = 18 : GOTO 60
1050 IF NO = 19 AND CP = 17 PRINT M6 : CP = 18 : GOTO 60
1060 IF NO = 9 AND CP = 1 PRINT M6 : CP = 2 : GOTO 60
1070 IF NO = 9 AND CP = 10 PRINT M6 : CP = 11 : GOTO 60
1080 PRINT M4 : GOTO 60
1090 IF NO = 12 AND CP = 4 PRINT M6 : CP = 3 : GOTO 60
1100 IF NO = 26 AND CP = 18 PRINT M6 : CP = 19 : GOTO 60
1110 IF NO = 19 AND CP = 18 PRINT M6 : CP = 19 : GOTO 60
1120 PRINT M4 : GOTO 60
1130 IF NO = 28 AND (CP = 26 AND OB(47, 0) <> - 1) PRINT "I don'
  t have the key !" : GOTO 60
1140 IF NO = 28 AND CP = 26 PRINT M6 : CP = 27 : GOTO 60
1150 PRINT M1 : GOTO 60
1160 IF NO = 16 OR NO = 11 OR NO = 41 OR NO = 33 PRINT M5" Try R
  IGHT" : GOTO 60
1170 PRINT M4 : GOTO 60
1180 IF CP <> 25 THEN 1220
1190 IF NO = 16 AND BB <> 2 PRINT M6" The orc is overpowering me
  " : GOSUB 2380 : PRINT " You are dead !" : GOTO 1760 : GOTO 60
```

```
1200 IF NO = 16 THEN D = RND(15) : IF D <> 7 PRINT M6" You seem
  to have some magical power and killed the orc !" : OB(27, 0) =
   0 : GOTO 60
1210 PRINT "You attack the orc" : GOSUB 2380 : PRINT "Oh no" : G
  OSUB 2390 : PRINT "You are dead" : GOTO 1760
1220 IF CP <> 38 THEN 1250
1230 IF NO = 41 AND OB(40, 0) <> - 1 PRINT M6" The Palace Guard
  is more prepared for battle" : GOSUB 2380 : PRINT " You are de
  ad" : GOTO 1760
1240 IF NO = 41 PRINT M6" You thrust your sword at the guard" :
  GOSUB 2380 : PRINT "He is dead" : OB(41, 0) = 0 : GOTO 60
1250 IF CP <> 11 THEN 1280
1260 IF NO = 33 AND BB <> 2 PRINT "I have nothing to fight with
  !" : GOSUB 2380 : PRINT " The giant ripped me in half!" : GOSU
  B 2390 : PRINT " You  are  dead!" : GOTO 1760
1270 IF NO = 33 PRINT "The giant vanished into a green cloud of
  smoke!" : OB(51, 0) = 0 : GOTO 60
1280 IF NO = 37 AND CP = 19 PRINT "I think you should leave him
  alone !" : GOTO 60
1290 PRINT M5"  Fight it " : GOTO 60
1300 PRINT M4" Try DROP" : GOTO 60
1310 IF NO = 14 AND CP = 8 PRINT M6 : CP = 42 : GOTO 60
1320 IF NO = 14 PRINT "I can't do that here" : GOTO 60
1330 IF CP = 42 AND NO = 31 PRINT M6 : CP = 8 : GOTO 60
1340 IF NO = 29 AND CP = 40 PRINT M6" I'll try to" : GOSUB 2380
  : PRINT " I'm close to the top now " : CP = 41 : GOTO 60
1350 IF NO = 24 AND CP = 10 PRINT M5" "V1$ " the "N1$ : GOSUB 23
  80 : PRINT " Try walking north !" : GOTO 60
1360 PRINT M1 : GOTO 60
1370 IF NO = 10 AND CP = 2 PRINT M6" It says:  Beware trees, the
   dragon, and the stream" : GOTO 60
1380 IF CP <> 16 THEN 1410
1390 IF NO = 43 AND OB(43, 0) <> - 1 PRINT M5" It's in the bottl
  e" : GOTO 60
1400 IF NO = 43 PRINT M6" it says: To let nature lead you out" :
   GOTO 60
1410 IF NO = 10 AND CP = 17 PRINT M6" it says : Wild Stallion In
  n" : GOTO 60
1420 IF NO = 10 AND CP = 35 PRINT M6" **** KEEP OUT ****" : : GO
  TO 60
1430 IF NO = 10 AND CP = 39 THEN 1440 ELSE 1460
1440 PRINT M6"Congratulations. You have rescued the princess" :
  GOSUB 2380
1450 PRINT "But Balrog is inside the castle with the necklace. T
  o enter the castle and recover the necklace play " CHR$(34) "F
  ortress at Time's End" CHR$(34) : GOSUB 2380 : GOTO 1760
1460 PRINT M5" I see nothing to read" : GOTO 60
1470 PRINT " Okay.... "N1$ : GOTO 60
1480 INPUT "Do you really want to quit now?"; X$ : IF LEFT$(X$,
  1) = "y" THEN 1490 ELSE PRINT "I didn't think so" : GOTO 60
1490 CLS : END
1500 IF CP = 6 PRINT "Leave at once" : GOTO 60
1510 IF CP = 8 PRINT "I don't like the looks of this place" : GO
  TO 60
```

```
1520 IF CP = 21 OR CP = 22 OR CP = 23 OR CP = 24 PRINT "I'm just
   as confused as you are" : GOTO 60
1530 IF CP = 27 OR CP = 28 OR CP = 30 OR CP = 31 OR CP = 32 PRIN
  T "I know of no easy way out" : GOTO 60
1540 IF CP = 42 PRINT "Climb down" : GOTO 60
1550 PRINT M2 : GOTO 60
1560 CLS : INPUT "Press enter when ready"; : YY
1570 FOR I = 1 TO LO
1580 PRINT#-1, OB(I, 0)
1590 NEXT I
1600 PRINT#-1, CP, ZZ, T, BB,
1610 GOTO 60
1620 CLS : INPUT "Press enter when ready"; YY
1630 FOR I = 1 TO LO
1640 INPUT#-1, OB(I, 0)
1650 NEXT I
1660 INPUT#-1, CP, ZZ, T, BB
1670 GOTO 60
1680 IF NO = 38 AND CP = 37 PRINT M6 : OB(38, 0) = 0 : OB(39, 0)
   = CP : GOTO 60
1690 PRINT M4 : GOTO 60
1700 IF ZZ = 0 PRINT "nothing !" : GOTO 60
1710 PRINT "Currently I'm carrying : -- "; : FOR I = 1 TO LO : I
  F OB(I, 0) <> - 1 THEN 1740
1720 IF 3 + POS(0) + LEN(OB$(I)) > 63 PRINT
1730 PRINT OB$(I)" -- ";
1740 NEXT I : PRINT : GOTO 60
1750 PRINT " In this adventure"; : GOSUB 2390 : PRINT " there is
   no score" : GOTO 60
1760 PRINT : PRINT : PRINT "Play again (Y/N)"
1770 A$ = INKEY$ : IF A$ = "Y" OR A$ = "N" THEN 1790
1780 GOTO 1770
1790 IF A$ = "Y" RUN
1800 CLS : END
1810 PRINT " I don't know where " CHR$(34)N1$ CHR$(34)" is" : GO
  TO 60
1820 IF NO <> 42 PRINT M1 : GOTO 60
1830 IF CP = 39 PRINT M6 : OB(42, 0) = 0 : PRINT "The princess i
  s free !" : OB(50, 0) = CP : GOTO 60
1840 GOTO 1950
1850 CLS
1860 PRINT "*** Adventure Version 3.2 Copyright (c) 1981"
1870 PRINT "By Don & Freda Boner"
1880 PRINT : PRINT "          Welcome to the exciting world of a
  dventure!"
1890 PRINT
1900 PRINT "The evil Balrog of Triad has kidnapped Princess Cele
  ste,        Granddaughter of the Great White Wizard Wilgus, an
  d took the    ancient magical ruby necklace. You must find the
  m! I'll be your"
1910 PRINT "eyes and hands. Direct me with ordinary one or two w
  ord         sentences. Some examples are: " CHR$(34)"GO NORTH"
   CHR$(34)", " CHR$(34)"FIGHT GUARD" CHR$(34)",        " CHR$(3
  4)"INVENTORY" CHR$(34)", and " CHR$(34)"GET  HAT" CHR$(34)"."
```

```
1920 PRINT "If this adventure is taking you too long to solve, y
  ou can save the game by typing "CHR$(34)"SAVE" CHR$(34)". To l
  oad a previously saved game, type" CHR$(34)"LOAD" CHR$(34)"."
1930 PRINT "
                Press the space bar to begin...";
1940 IF INKEY$ = "" THEN 1940 ELSE CLS : RETURN
1950 CP = 1 : NN = 48 : LO = 52 : P = 42 : NV = 28 : DIM NO$(NN)
  , OB$(LO), OB(LO, 0), P$(P), P(P, 3), VB$(NV)
1960 PRINT@ 640,; : A$ = "  Graylockland   Madness " : FOR I = 1
   TO LEN(A$) : PRINT MID$(A$, I, 1); : X = SQR(9999) : NEXT I :
   AB = 1
1970 P$(1) = "outside a village in the Realm of Flowers" : P$(2)
   = "near the marshes" : P$(3) = "at an old orc encampment"
1980 DATA 2, 0, 0, 0, 5, 0, 0, 3, 0, 0, 0, 7
1990 P$(4) = "inside the tent" : P$(5) = "in the dark marsh" : P
  $(6) = "in the open field"
2000 P$(7) = "at three forks in the path" : DATA 0, 0, 0, 0, 6,
  0, 0, 10, 0, 5, 0, 0, 10, 8, 3, 5
2010 P$(8) = "in the rocky terrain" : P$(9) = "surrounded by tre
  es and Ents" : P$(10) = "at the bottom of a mountain"
2020 P$(11) = "half way up the mountain" : DATA 7, 9, 0, 0, 0, 0
  , 0, 0, 11, 7, 0, 8, 12, 0, 0, 0
2030 P$(12) = "near the top at a narrow ledge" : P$(13) = "insid
  e a cave" : P$(14) = "past the mountain" : P$(15) = "falling f
  rom a cliff"
2040 DATA 0, 0, 0, 14, 0, 0, 0, 0, 0, 16, 0, 15, 0, 0, 0, 0
2050 P$(16) = "in Delta Valley" : P$(17) = "in the village of Ii
  acks" : P$(18) = "inside the Wild Stallion Inn"
2060 P$(19) = "outside the village" : DATA 0, 17, 0, 0, 0, 21, 0
  , 6, 0, 0, 0, 0, 0, 20, 0, 21
2070 P$(20) = "in a field with high weeds" : P$(21) = "in the da
  rk forest" : P$(22) = P$(21) : P$(23) = P$(21) : P$(24) = P$(2
  1)
2080 DATA 0, 0, 0, 21, 0, 0, 0, 22, 21, 23, 0, 0, 24, 0, 22, 22,
   25, 21, 22, 23
2090 P$(25) = "just outside the forest" : P$(26) = "at the edge
  of Time"
2100 P$(27) = "in some kind of time tunnel" : P$(28) = P$(27) :
  DATA 26, 21, 0, 0, 0, 0, 0, 0, 28, 0, 29, 0, 30, 0, 29, 27
2110 P$(29) = P$(27) : P$(30) = P$(27) : P$(31) = P$(27) : P$(32
  ) = P$(27) : DATA 0, 27, 0, 28, 28, 0, 31, 29, 29, 27, 28, 32,
   33, 30, 29, 28
2120 P$(33) = "moving through a light and energy field" : P$(34)
   = "at the edge of Darkness" : P$(35) = "at the Misty Moor"
2130 P$(36) = "in the country side" : DATA 34, 0, 0, 0, 35, 0, 0
  , 27, 36, 0, 0, 37, 0, 0, 0, 0
2140 P$(37) = "past the Moor" : P$(38) = "near the castle ground
  s"
2150 P$(39) = "at Starfarer's Castle at the Fortress at Time's E
  nd" : DATA 40, 0, 0, 0, 39, 0, 0, 0, 0, 0, 0, 0
2160 P$(40) = "at the bottom of a high cliff" : P$(41) = "at the
   top of the cliff"
2170 P$(42) = "up in the tree" : DATA 0, 0, 0, 0, 27, 9, 15, 38,
   0, 0, 0, 0
```

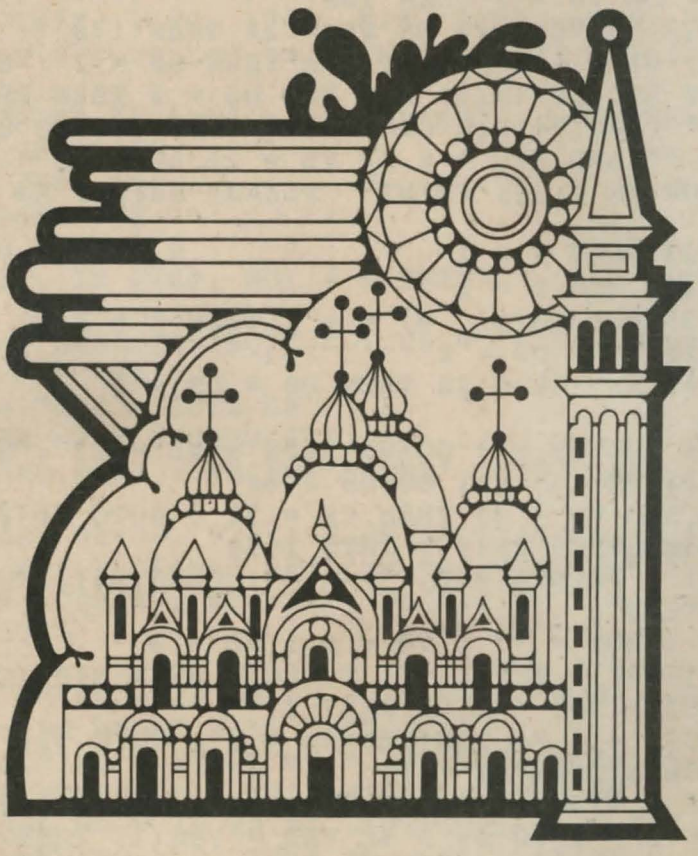
```
2180 DATA a path surrounded by weeds, a sign, a dragon trying to
   attack, a large tent, a small table
2190 DATA some small trees, a small cave, stalactites on the cei
  ling, a river, a bottle
2200 DATA a building with a sign, a large box, a hat, a war knif
  e, a large tree, a large tree
2210 DATA a large tree, a large tree, an orc ready for battle, a
   locked gate, a large gray rolling jet stream
2220 DATA a flashing orange and red light-ray
2230 DATA objects moving by me so fast they are blurred, a rolli
  ng deep purple cloud, a bright light up ahead, a sign to the n
  orth
2240 DATA a fire breathing dragon, some trees, a foul smell in t
  he air
2250 DATA a large canvas, a dead soldier, the sword of Vishtori,
   the evil palace guard, the princess tied to a tree, a letter
2260 DATA a stream, a glowing rock, some gold nuggets, a key, a
  path going north into the mountains, the forbidden mountain, a
   sign
2270 DATA the Storm-Cap Giant, a deformed notman
2280 DATA 1, 2, 6, 3, 4, 8, 12, 13, 16, 0, 17, 18, 0, 0, 21, 22,
   23, 24, 25, 26, 27, 28, 29, 30, 32, 35, 36, 37, 37, 0, 0, 0,
  38, 39, 0, 2, 0, 6, 0, 10, 10, 0, 11, 19
2290 D$(0) = "north" : D$(1) = "south" : D$(2) = "east" : D$(3)
  = "west"
2300 FOR I = 1 TO P : FOR J = 0 TO 3 : READ P(I, J) : NEXT J, I
2310 FOR I = 9 TO LO : READ OB$(I) : NEXT I : FOR I = 9 TO LO :
  READ OB(I, 0) : NEXT
2320 DATA NOR, SOU, EAS, WES, N, S, E, W, PAT, SIG, DRA, TEN, TA
  B, TRE, CAV, ORC, RIV, BOT, BUI, BOX, HAT, KNI, CAS, MOV, FIE,
   INN, MAR, GAT, CLI, LIG
2330 DATA DOW, CLO, GIA, FOR, WRI, VIL, NOT, CAN, SOL, SWO, GUA,
   PRI, LET, STR, ROC, GOL, KEY, STA
2340 FOR I = 1 TO NN : READ NO$(I) : NEXT I
2350 DATA GO, WAL, GET, TAK, LEA, DRO, LOO, EXA, ENT, EXI, OPE,
  INL, HIT, FIG, THR, REA, SAY, YEL, QUI, HEL, SAV, LOA, INV, SC
  O, FIN, UNT, CLI, MOV
2360 FOR I = 1 TO NV : READ VB$(I) : NEXT I
2370 GOSUB 1850 : GOTO 60
2380 FOR AA = 1 TO 1500 : NEXT : RETURN
2390 FOR AA = 1 TO 500 : NEXT : RETURN
2400 PRINT : PRINT STRING$(63, 140) : PRINT : IF CP = 13 PRINT "
  You have disturbed the rest of the feared Alabastrian Batman!"
   : GOSUB 2380 : PRINT "He eats you!" : GOTO 1760
2410 PRINT "*** W A T C H      O U T " : GOSUB 2380 : PRINT : IF
   CP = 6 OR CP = 11 OR CP = 25 PRINT " You have waited to long"
   : GOSUB 2390 : PRINT " You are dead" : GOTO 1760
2420 PRINT "You are dead " : GOTO 1760
```



Chapter Six

The Fortress at Times-End

by Don & Freda Boner



Note: This program is the second part of an adventure which started with Revenge of Balrog. This adventure should be played following successful completion of Revenge of Balrog.

The save game routines for this program are for tape only. Disk routines may be added by modifying lines 1690 to 1800.

```
10 REM THE FORTRESS AT TIME'S END
20 REM (C) 1981 BY DONALD L BONER and
30 REM FREDA L BONER,  USA
40 CLEAR 400 : RANDOM : CLS : PRINT CHR$(23) : A$ = " THE FORTRE
  SS AT TIME'S END " : B$ = "    BY DON & FREDA BONER"
50 FOR I = 64 TO 448 STEP 64 : PRINT @ I - 64, "
                " : PRINT@ I, A$; : PRINT@ 960 - I, B$ : FOR J =
   1 TO 50 : NEXT J, I
60 DEFINT A - Z : DEFSTR M : M0 = "I don't see it!" : M1 = "Try
  something else" : M2 = "You might try examining things."
70 M3 = "I see nothing unusual!" : M4 = "That's beyond my power,
   " : M5 = "I can't, " : M6 = "Okay, " : GOTO 1950
80 GOSUB 370 : GOSUB 230 : IF NO < 13 AND NO > 0 AND (VB = 0)VB
  = 1
90 IF VB = 27 THEN 500
100 IF VB < 5 THEN 160
110 IF VB = 17 OR VB = 18 OR VB = 25 THEN 160
120 IF VB = 7 OR VB = 8 THEN 160
130 IF VB = 29 OR VB = 27 OR VB = 26 THEN 170
140 IF OB(56, 0) = - 1 AND FT > 2 THEN BB = 2 : ELSE BB = 1
150 IF VB > 0 AND LEN(N1$) > 0 AND NO = 0 THEN PRINT "I don't kn
  ow what a " CHR$(34)N1$ CHR$(34)" is." : GOTO 80
160 IF N1$ = "" AND (VB > 8 OR VB = 2) AND (VB < 19 OR VB = 26 O
  R VB = 27 OR VB = 28) PRINT " PLEASE SUPPLY AN OBJECT" : GOTO
  80
170 IF CP = 23 THEN A = 1
180 IF CP = 24 THEN B = 1
190 IF CP = 33 AND OB(41, 0) = - 1 THEN A = 5
200 IF CP = 20 THEN DB = 0
210 IF CP > 12 AND CP < 20 THEN DB = DB + 1
220 GOTO 500
230 IF AB = 1 AND CP = 1 GOSUB 2400 : VB = 23 : GOTO 530
240 IF CP = 12 AND BB = 2 GOSUB 2440
250 IF A = 5 AND CP = 34 THEN CP = 31 : GOTO 2670
260 IF CP = 40 GOSUB 2640 : GOTO 2490
270 T = T + 1 : PRINT@ 960, "-----"; CHR$(94); "What should I do
  "; : INPUT CM$
280 VB$ = "" : NO$ = "" : VB = 0 : NO = 0
290 LC = LEN(CM$) : FOR I = 1 TO LC : A$ = MID$(CM$, I, 1) : IF
  A$ <> " "VB$ = VB$ + A$ : NEXT I
300 IF LEN(VB$) + 1 >= LEN(CM$)NO = 0 : GOTO 320
310 NO$ = RIGHT$(CM$, LC - I)
320 N1$ = NO$ : V1$ = VB$ : VB$ = LEFT$(VB$, 3) : NO$ = LEFT$(NO
  $, 3) : FOR I = 1 TO NV : IF VB$ = VB$(I) THEN VB = I : GOTO 3
  50 : ELSE NEXT I : VB = 0
330 IF N1$ = ""NO$ = VB$
340 VB = 0 : GOTO 360
350 IF VB$ = CM$ THEN O = 0 : NO$ = "" : RETURN
360 FOR I = 1 TO NN : IF NO$ = NO$(I) THEN NO = I : RETURN : ELS
  E NEXT I : NO = 0 : NO$ = "" : RETURN
370 PRINT@ 0, CHR$(30) : PRINT : PRINT : PRINT : PRINT : PRINT :
   II = 0
380 P$ = "I'm " + P$(CP)
390 PRINT@ 64, P$ "." : K = 0 : FOR I = 1 TO LO : IF OB(I, 0) <>
   CP THEN 430
```

```
400 IF K = 0 PRINT "Visible Items: ";
410 IF 3 + POS(0) + LEN(OB$(I)) > 63 PRINT
420 PRINT OB$(I)". "; : K = K + 1
430 NEXT I : IF K > 0 PRINT
440 IF CP = 1 OR CP = 7 OR CP = 12 OR CP = 20 OR CP = 26 OR CP =
   35 OR CP = 38 OR CP = 39 OR CP = 40 OR CP = 41 PRINT STRING$(
  63, 140) : RETURN
450 K = 0 : PRINT "Obvious exits are: "; : FOR I = 0 TO 5 : IF P
  (CP, I) = 0 THEN 480
460 IF K > 0 PRINT ", ";
470 PRINT D$(I); : K = K + 1
480 NEXT I : PRINT "."
490 PRINT STRING$(63, 140) : RETURN
500 IF DB > 9 GOSUB 2420
510 IF CP = 12 AND VB <> 5 OR VB <> 6 THEN 530
520 IF CP = 12 AND NO <> 56 THEN 2670
530 ON VB GOTO 550, 550, 690, 690, 810, 810, 910, 910, 1200, 129
  0, 1320, 1320, 1390, 1400, 1470, 1490, 1560, 1560, 1580, 1600,
   1680, 1750, 1830, 1890, 1940, 810, 1480, 1810, 890
540 PRINT "I don't know how to " CHR$(34)V1$ CHR$(34)" something
  " : GOTO 80
550 IF NO = 0 PRINT "I need a direction" : GOTO 80
560 IF NO > 12 THEN 630
570 IF CP = 25 THEN 640
580 IF CP = 3 THEN 670
590 IF NO > 6NO = NO - 6
600 NO = NO - 1 : IF P(CP, NO) = 0 PRINT "I can't go that way!"
  : GOTO 80
610 PRINT "Ok, I went "D$(NO)"." : CP = P(CP, NO) : GOTO 80
620 PRINT M1 : GOTO 80
630 PRINT M5"go "N1$ : GOTO 80
640 IF NO = 2 OR NO = 8 THEN 590
650 IF A <> 1 AND B <> 1 PRINT M5"yet" : GOTO 80
660 GOTO 590
670 IF CP = 3 AND OB(38, 0) <> 0 PRINT "Zap-o-ree " : GOSUB 2650
   : PRINT "My hat vanished and the sword turned into a pipe" :
  OB(38, 0) = 0 : OB(40, 0) = 0 : OB(56, 0) = - 1 : ZZ = 2 : VB
  = 23 : GOTO 530
680 GOTO 590
690 IF NO = 17 OR NO = 36 OR NO = 39 OR NO = 41 OR NO = 43 OR NO
   = 47 OR NO = 54 OR NO = 56 THEN 770
700 IF NO = 18 OR NO = 23 OR NO = 34 OR NO = 42 OR NO = 45 OR NO
   = 46 THEN PRINT M5"it's too heavy" : GOTO 80
710 IF CP = 6 AND NO = 19 PRINT LEFT$(M6, 4) : GOTO 2670
720 IF CP = 11 AND NO = 22 THEN NO = 41 : PRINT " you mean the w
  ine !" : GOTO 770
730 IF CP > 12 AND CP < 16 PRINT M1" It's best to leave such thi
  ngs alone" : GOTO 80
740 IF CP = 16 AND NO = 28 PRINT LEFT$(M6, 4) : GOTO 2670
750 IF CP > 16 AND CP < 20 PRINT M1" It's best to leave such thi
  ngs alone" : GOTO 80
760 PRINT M4"to get the " CHR$(34)N1$ CHR$(34) : GOTO 80
770 IF CP <> OB(NO, 0) PRINT M0 : GOTO 80
780 IF ZZ + 1 > 4 PRINT "I'm carrying too much!" : GOTO 80
790 ZZ = ZZ + 1 : OB(NO, 0) = - 1 : PRINT LEFT$(M6, 4) : GOTO 80
```

```
800 PRINT M1 : GOTO 80
810 IF NO = 22 THEN NO = 41
820 IF NO = 41 THEN A = 0
830 IF OB(NO, 0) <> - 1 PRINT M1 : GOTO 80
840 ZZ = ZZ - 1 : PRINT LEFT$(M6, 4) : OB(NO, 0) = CP
850 IF NO = 41 AND CP <> 30 THEN 2670
860 IF NO = 17 AND CP = 20 THEN OB(33, 0) = CP
870 IF CP = 12 AND NO = 56 THEN OB(24, 0) = CP
880 GOTO 80
890 IF CP <> 30 PRINT M1 : GOTO 80
900 PRINT M6"can do !" : GOSUB 2650 : GOTO 2670
910 IF CP <> OB(NO, 0) THEN 1050
920 IF NO = 14 PRINT M6"it's a portrait of Bnai T' Loth, the Red
   Warlock of Death" : GOTO 80
930 IF NO = 15 PRINT M6"but I don't think I should tell you what
   I see" : GOSUB 2650 : PRINT "It's not a " CHR$(34)"G" CHR$(34
  )" rated statue." : GOSUB 2640 : ELSE 950
940 PRINT "Wait a minute... There is a plaque on the statue -- a
  nd it says,Aphrodite will tempt you. Above all ";
950 IF CP = 4 PRINT "remember.... follow" : GOTO 80
960 IF NO = 16 PRINT LEFT$(M6, 4) : OB(17, O) = CP : GOTO 80
970 IF NO = 18 PRINT "Maybe you should open it" : GOTO 80
980 IF NO = 32 PRINT M6"there is writing on it" : GOTO 80
990 IF NO = 34 PRINT LEFT$(M6, 4) : OB(35, 0) = CP : GOTO 80
1000 IF NO = 35 PRINT " W H A T  !!" : GOSUB 2640 : OB(36, 0) =
  CP : GOTO 80
1010 IF NO = 42 PRINT LEFT$(M6, 4) : OB(43, 0) = CP : GOTO 80
1020 IF NO = 28 PRINT M6"could that come in handy?" : GOTO 80
1030 IF CP > 12 AND CP < 20 PRINT "I don't like any of this" : G
  OSUB 2650 : PRINT "It's best to leave such things alone " : GO
  TO 80
1040 PRINT M3 : GOTO 80
1050 IF CP = 30 AND NO = 32 PRINT M6"it's a feast fit for a king
   -- except there is no wine" : GOTO 80
1060 IF CP = 31 AND NO = 13 PRINT LEFT$(M6, 4) : OB(47, 0) = CP
  : GOTO 80
1070 IF CP = 11 OR CP = 1 OR CP = 31 OR CP = 33 OR NO = 33 OR NO
   => 12 THEN 1080 : ELSE GOTO 1190
1080 IF CP = 11 AND NO = 16 PRINT LEFT$(M6, 4) : OB(41, 0) = CP
  : GOTO 80
1090 IF NO = 48 OR NO = 24 PRINT "Try READ" : GOTO 80
1100 IF NO = 33 OR NO = 50 PRINT "Try ENTER" : GOTO 80
1110 IF NO > 12 PRINT M0 : GOTO 80
1120 IF NO = 0 PRINT M0 : GOTO 80
1130 IF NO > 12 THEN 1180
1140 IF NO > 6NO = NO - 6
1150 NO = NO - 1
1160 IF P(CP, NO) = 0 PRINT M1 : GOTO 80
1170 PRINT "Okay, I see something to the "D$(N0) : GOTO 80
1180 PRINT M3 : GOTO 80
1190 PRINT M0 : GOTO 80
1200 IF CP = 1 AND OB(13, 0) <> 0 PRINT M5"yet" : GOTO 80
1210 IF CP = 1 AND NO = 13 PRINT LEFT$(M6, 4) : CP = 2 : GOTO 80
```

```
1220 IF CP = 12 AND NO = 33 PRINT LEFT$(M6, 4) : CP = 13 : GOTO
  80
1230 IF CP = 20 AND OB(33, 0) = CP PRINT LEFT$(M6, 4) : CP = 21
  : GOTO 80
1240 IF CP = 26 AND NO = 33 PRINT LEFT$(M6, 4) : CP = 27 : GOTO
  80
1250 IF CP = 35 AND OB(49, 0) <> 0 PRINT M5 : GOTO 80
1260 IF CP = 35 AND OB(50, 0) = CP PRINT LEFT$(M6, 4) : CP = 36
  : GOTO 80
1270 IF CP = 38 AND NO = 51 PRINT LEFT$(M6, 4) : CP = 39 : GOTO
  80
1280 PRINT M1 : GOTO 80
1290 IF CP = 27 AND NO = 33 PRINT LEFT$(M6, 4) : CP = 26 : GOTO
  80
1300 IF CP = 39 AND NO = 51 PRINT LEFT$(M6, 4) : CP = 38 : GOTO
  80
1310 PRINT LEFT$(M4, 22) : GOTO 80
1320 IF CP = 6 AND NO = 18 PRINT LEFT$(M6, 4) : OB(19, 0) = CP :
   GOTO 80
1330 IF NO = 22 OR NO = 41 PRINT M6"I am thirsty" : CP = 31 : GO
  TO 2670
1340 IF CP = 7 AND NO = 20 PRINT M6"it's some stairs going down"
   : GOSUB 2650 : PRINT "I'll see where it takes me." : CP = 8 :
   GOTO 80
1350 IF CP = 12 AND OB(24, 0) = CP PRINT "It's a narrow, dark ha
  ll going down " : GOTO 80
1360 IF CP = 35 AND OB(36, 0) <> - 1 PRINT M5 : GOTO 80
1370 IF CP = 35 AND NO = 49 PRINT LEFT$(M6, 4) : OB(49, 0) = 0 :
   OB(50, 0) = CP : GOTO 80
1380 PRINT LEFT$(M4, 22) : GOTO 80
1390 PRINT M4"try FIGHT" : GOTO 80
1400 IF CP <> 41 PRINT M1 : GOTO 80
1410 IF OB(47, 0) <> - 1 PRINT "I have nothing to fight with !"
  : GOTO 2670
1420 D = RND(7) : PRINT "The Balrog is weak" : IF D = 3 PRINT "S
  omething is wrong" : ELSE PRINT "The Balrog sword cut off your
   left ear"
1430 IF D = 2 PRINT "Your sword cut the Balrog's left arm off" :
   ELSE PRINT "He is hurt"
1440 IF D = 3 THEN 2670 : ELSE PRINT "I can bearly see... Blood
  is in my eyes."
1450 IF D = 1 OR D = 5 PRINT "He is dead!!" : ELSE GOTO 80
1460 OB(54, 0) = CP : OB(55, 0) = CP : OB(53, 0) = 0 : GOTO 80
1470 PRINT M5"try drop" : GOTO 80
1480 GOTO 1560
1490 IF CP = 32 AND NO = 38 PRINT M6"it says: If you have left t
  he dinning room, go west and I will help you" : GOTO 80
1500 IF CP = 20 AND NO = 24 PRINT M6"it says: To leave this Hell
  ish hole and find peace, remove what you don't need" : GOTO 80

1510 IF CP = 23 AND OB(43, 0) = - 1 PRINT M6"it says: to move on
  , try reading " : GOTO 80
1520 IF CP = 41 AND OB(53, 0) = 0 PRINT M6"it says: You have con
  quered the evil force and are the    winner! " : GOTO 1900
```

```
1530 IF CP = 39 AND NO = 48 PRINT M6 CHR$(34)"SAY" CHR$(34)" the
   password" : GOTO 80
1540 PRINT M0 : GOTO 80
1550 PRINT M5"I see nothing to read" : GOTO 80
1560 PRINT " Okay.... "N1$ : IF CP = 39 AND NO = 52 THEN CP = 40

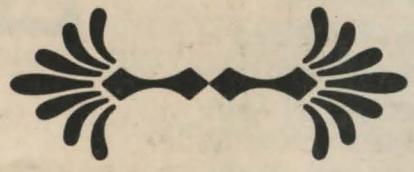
1570 GOTO 80
1580 INPUT "Do you really want to quit now"; X$ : IF LEFT$(X$, 1
  ) = "Y" THEN 1590 : ELSE PRINT "I didn't think so" : GOTO 80
1590 CLS : END
1600 IF CP = 1 PRINT M6"you hear a great creaking sound" : GOSUB
   2650 : PRINT "        The drawbridge comes clattering down...
   Thud!" : OB(13, 0) = 0 : GOTO 80
1610 IF CP = 12 PRINT "Just look around" : GOTO 80
1620 IF CP = 30 PRINT "I don't know about you, but I would like
  to eat now!" : GOTO 80
1630 IF CP = 39 PRINT "I can't "; : GOSUB 2650"remember!" : GOTO
   80
1640 IF CP = 32 PRINT "Go East and I may help" : GOTO 80
1650 IF CP = 31 AND OB(41, 0) <> - 1 PRINT "There is a trap door
   here somewhere" : GOTO 80
1660 IF CP > 12 AND CP < 20 PRINT "If I were you I would go "; :
   FOR X = 1 TO 3 : NO = RND(6) : NO = NO - 1 : PRINT D$(NO)", "
  ; : PRINT "or try "; : NEXT X : GOTO 80
1670 PRINT M2 : GOTO 80
1680 IF CP > 7 AND CP < 21 PRINT M5"you must get out of this maz
  e first!" : GOTO 80
1690 CLS : INPUT "Press ENTER when ready"; YY
1700 FOR I = 1 TO LO
1710 PRINT#-1, OB(I, 0)
1720 NEXT I
1730 PRINT#-1, CP, ZZ, T, BB,
1740 GOTO 80
1750 CLS : INPUT "Press ENTER when ready"; YY
1760 FOR I = 1 TO LO
1770 INPUT#-1, OB(I, 0)
1780 NEXT I
1790 INPUT#-1, CP, ZZ, T, BB
1800 GOTO 80
1810 IF CP <> 31 PRINT LEFT$(M4, 22) : GOTO 80
1820 IF NO = 13 PRINT M6"I'll try" : GOSUB 2650 : PRINT "Super.
  It's a secret passage" : GOSUB 2650 : PRINT "Let's see where i
  t leads" : CP = 33 : GOTO 80
1830 IF ZZ = 0 PRINT "nothing!" : GOTO 80
1840 PRINT "Currently, I'm carrying: " : FOR I = 1 TO LO : IF OB
  (I, 0) <> - 1 THEN 1870
1850 IF 3 + POS(0) + LEN(OB$(I)) > 63 PRINT
1860 PRINT OB$(I)", ";
1870 NEXT I : PRINT : IF CP = 1 GOSUB 2640 : GOSUB 2640
1880 GOTO 80
1890 PRINT "In this adventure"; : GOSUB 2650 : PRINT " there is
  no score" : GOSUB 2640 : GOSUB 2650 : GOTO 80
1900 PRINT : PRINT : PRINT "Play again? (Y/N)";
1910 A$ = INKEY$ : IF A$ = "Y" OR A$ = "N" THEN 1920 ELSE 1910
```

```
1920 IF A$ = "Y" RUN
1930 CLS : END
1940 PRINT "I don't know where " CHR$(34)N1$ CHR$(34)" is" : GOT
  O 80
1950 GOTO 2010
1960 CLS
1970 PRINT "*** Adventure version 4.2   Copyright (c) 1981" : PR
  INT
1980 PRINT "By Don & Freda Boner"
1990 PRINT@ 900, "   Press the space bar to begin....";
2000 IF INKEY$ = "" THEN 2000 : ELSE CLS : RETURN
2010 CP = 1 : NN = 56 : LO = 56 : P = 41 : NV = 29 : DIM NO$(NN)
  , OB$(LO), OB(LO, 0), P$(P), P(P, 5), VB$(NV)
2020 PRINT@ 640,; : A$ = " Beyond the Tunnel of Time." : FOR I =
   1 TO LEN(A$) : PRINT MID$(A$, I, 1); : X = SQR(9999) : NEXT I
   : AB = 1 : FT = 12 : R = 10 : BB = 2
2030 P$(1) = "outside a ruined castle, The Fortress at Time's En
  d" : P$(2) = "just inside the castle"
2040 P$(3) = "in a warped hallway" : P$(4) = P$(3) : DATA 0, 0,
  0, 0, 0, 0, 0, 0, 3, 1, 0, 0, 4, 0, 0, 3, 0, 0, 5, 3, 5, 0, 0,
   0
2050 P$(5) = P$(3) : P$(6) = P$(3) : P$(7) = P$(3) : P$(8) = "in
   an enormous wine cellar" : DATA 4, 4, 6, 3, 0, 0, 5, 4, 7, 5,
   0, 0, 3, 4, 5, 6, 0, 0, 9, 0, 1, 0, 0, 0
2060 P$(9) = P$(8) : P$(10) = P$(8) : P$(11) = P$(8) : P$(12) =
  P$(8) : DATA 10, 8, 0, 0, 0, 0, 11, 0, 0, 8, 0, 0, 0, 9, 12, 1
  0, 0, 0, 0, 0, 0, 0, 0, 0
2070 P$(13) = "in a twisted maze of torture chambers" : P$(14) =
   P$(13) : P$(15) = P$(13) : P$(16) = P$(13) : P$(17) = P$(13)
  : P$(18) = P$(13)
2080 DATA 14, 15, 0, 0, 0, 17, 13, 17, 0, 13, 18, 15, 14, 0, 13,
   14, 18, 16, 18, 20, 0, 13, 0, 19, 14, 0, 16, 15, 18, 19, 17,
  0, 13, 14, 15, 16
2090 P$(19) = P$(13) : P$(20) = "in a small room beyond the maze
  " : P$(21) = "in the alcove"
2100 P$(22) = "in the center hall" : DATA 15, 0, 0, 18, 16, 0, 0
  , 0, 0, 0, 0, 0, 22, 0, 0, 0, 0, 0, 25, 21, 23, 24, 0, 0
2110 P$(23) = "in the parlor" : P$(24) = "in the chamber room"
2120 P$(25) = "at the bottom of the great staircase" : DATA 0, 0
  , 0, 22, 0, 0, 0, 0, 22, 0, 0, 0, 0, 22, 0, 0, 26, 0
2130 P$(26) = "at the top of the stairs" : P$(27) = "in the seco
  nd floor hallway" : P$(28) = "in the kitchen"
2140 P$(29) = "in the breakfast room" : DATA 0, 0, 0, 0, 0, 25,
  28, 30, 31, 32, 0, 0, 30, 27, 29, 0, 0, 0, 27, 28, 0, 28, 0, 0

2150 P$(30) = "in the dinning room" : P$(31) = "in the library"
  : P$(32) = "in the living room"
2160 P$(33) = "on the winding staircase" : DATA 27, 28, 0, 29, 0
  , 0, 0, 0, 27, 0, 0, 0, 0, 0, 31, 27, 0, 0, 0, 0, 0, 0, 34, 0
2170 P$(34) = P$(33) : P$(35) = P$(33) : P$(36) = "in a tight pa
  ssage"
2180 P$(37) = "in the guest room" : DATA 0, 0, 0, 0, 35, 33, 0,
  0, 0, 0, 0, 34, 37, 0, 0, 0, 0, 35, 38, 36, 36, 38, 0, 0
2190 P$(38) = "in the small bedroom" : P$(39) = "inside the clos
  et" : P$(40) = "up in the tower"
```

```
2200 P$(41) = "at the Evil Tower of Death" : DATA 0, 0, 0, 0, 0,
   0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
2210 DATA a closed drawbridge, a painting, a marble statue, a ha
  t rack, a war hat, an old chest, lots of gold, a closed door
2220 DATA some broken bottles
2230 DATA cobwebs and broken bottles, a large wine rack, a small
   door, a human skeleton, a rawhide whip
2240 DATA some wooden stocks, the ancient death mask, a body rac
  k
2250 DATA some iron rings, a guillotine, a table, the hall going
   up, a clay plant pot, just some dirt, a key
2260 DATA a chandelier, a hat, a war knife, the sword of Vistori
  , a bottle of wine, an old couch
2270 DATA a note, a hall, a large dinning room table, a book cas
  e
2280 DATA a sword, a sign, a locked gate, a passage, a closet, a
   sign, the evil Balrog ready for battle
2290 DATA the ruby necklace, a sign, a long pipe
2300 DATA 1, 3, 4, 5, 0, 6, 0, 7, 8, 10, 11, 0, 13, 14, 15, 16,
  17, 18, 19, 20, 0, 21, 0, 0, 22, 0, 0, 0, 0, 23, 0, 26, 30, 31
  , 0, 0, 35, 0, 38, 39, 41, 0, 0, 0
2310 D$(0) = "North" : D$(1) = "South" : D$(2) = "East" : D$(3)
  = "West" : D$(4) = "Up" : D$(5) = "Down"
2320 FOR I = 1 TO P : FOR J = 0 TO 5 : READ P(I, J) : NEXT J, I
2330 FOR I = 13 TO LO : READ OB$(I) : NEXT I : FOR I = 13 TO LO
  : READ OB(I, 0) : NEXT
2340 DATA NOR, SOU, EAS, WES, UP, DOW, N, S, E, W, U, D, CAS, PA
  I, STA, RAC, HAT, CHE, GOL, DOO, BRI, BOT, COB, WRI, SKE, WHI,
   STO, MAS, BOD, RIN, GUI, TAB, HAL, POT
2350 DATA DIR, KEY, CHA, EVI, KNI, SAL, WIN, COU, NOT, FEA, FOO,
   PEA, SWO, SIG, GAT, PAS, CLO, FOL, BAL, NEC, STO, PIP
2360 FOR I = 1 TO NN : READ NO$(I) : NEXT I
2370 DATA GO, WAL, GET, TAK, LEA, DRO, LOO, EXA, ENT, EXI, OPE,
  UNL, HIT, FIG, THR, REA, SAY, YEL, QUI, HEL, SAV, LOA, INV, SC
  O, FIN, REM, FOL, MOV, EAT
2380 FOR I = 1 TO NV : READ VB$(I) : NEXT I
2390 GOSUB 1960 : GOTO 80
2400 AB = 0 : ZZ = 3 : OB(38, 0) = - 1 : OB(39, 0) = - 1 : OB(40
  , 0) = - 1 : RETURN
2410 PRINT@ 960, "----"; : RETURN
2420 GOSUB 2410 : PRINT "There is very little air in the chamber
   and you are          breathing it up!" : GOSUB 2650
2430 R = R - 1 : PRINT "You have only"R" minutes of air left" :
  IF R =< 0 THEN 2670 : ELSE RETURN
2440 GOSUB 2410 : FT = FT - 2 : IF FT = 2 PRINT "Tell me what to
   " CHR$(34)"LEAVE" CHR$(34)" that will stop the walls from "
2450 PRINT "crushing me!" : BB = 0 : RETURN
2460 PRINT "The walls are closing in." : GOSUB 2650 : PRINT " No
  w they are only"FT" feet apart. "
2470 FT = FT - 2 : PRINT "What can I do?" : GOSUB 2650 : PRINT "
  They are only"FT" feet away. " : GOSUB 2650 : PRINT "Help!!" :
   IF FT =< 4 THEN FT = 4
2480 GOTO 2440
2490 GOSUB 2410
```

```
2500 PRINT@ 896, "The Balrog is trying to take over!" : PRINT :
  GOSUB 2510 : GOTO 2570
2510 FOR I = 1 TO 15
2520 PRINT CHR$(27)"D A N G E R" : GOSUB 2560
2530 PRINT CHR$(27)"           " : GOSUB 2560
2540 NEXT I
2550 RETURN
2560 FOR II = 1 TO 50 : NEXT II : RETURN
2570 PRINT " He is taking"; : GOSUB 2650 : PRINT " the"; : GOSUB
   2650 : PRINT " co"; : GOSUB 2650 : PRINT "m"; : GOSUB 2650 :
  PRINT "p"; : GOSUB 2640 : CLS
2580 FOR X = 1 TO 5
2590 PRINT CHR$(23) : FOR II = 129 TO 191 : PRINT; : PRINT " ";
  : PRINT CHR$(II); : XX = RND(30) : IF XX < 24 THEN XX = 8 : PR
  INT " "; : PRINT CHR$(X); : NEXT II
2600 FOR II = 35 TO 90 : PRINT " "; : PRINT CHR$(II); : NEXT II
  : PRINT : PRINT : PRINT : PRINT
2610 NEXT X
2620 CLS : PRINT : FOR II = 1 TO 40 : PRINT " you were "P$(II) :
   GOSUB 2650 : NEXT II
2630 CLS : CP = 41 : GOTO 80
2640 FOR AA = 1 TO 1500 : NEXT : RETURN
2650 FOR AA = 1 TO 500 : NEXT : RETURN
2660 FOR AA = 1 TO 3 : NEXT : RETURN
2670 PRINT : PRINT STRING$(63, 140) : PRINT : IF CP = 30 OR CP =
   31 PRINT "The bottle of wine just exploded!!"
2680 IF CP = 6 OR CP = 41 PRINT "A sword penetrates your body" :
   GOSUB 2640 : PRINT "Your heart is cut in half"
2690 IF CP = 16 PRINT "A force of Evil has entered the room" : E
  LSE PRINT " It is too late now!"
2700 PRINT : PRINT "You are dead!" : GOTO 1900
```



Chapter Seven

Temple of the Sun

by Jack Powers

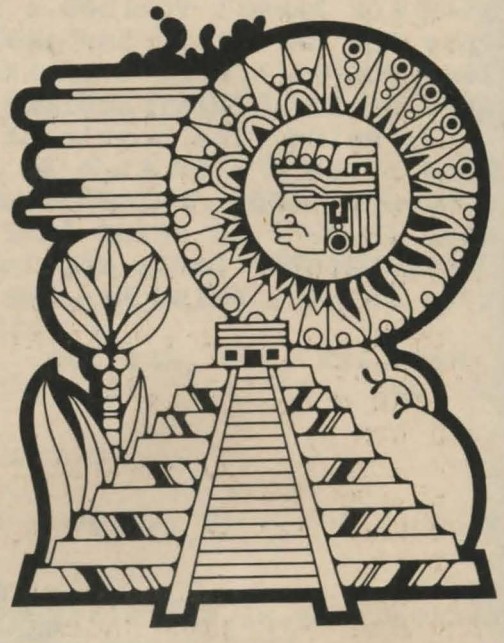
About the author

Jack Powers is a resident of southern California and a graduate mainframe programmer turned micro-programmer. His keen interest in South American Indian culture has made Temple of the Sun a highly authentic adventure.

Temple is Jack's first commercial release. Currently under magnetic contract to The Programmer's Guild, Temple represents many grueling hours of debugging and fine-tuning to get it as close to perfection as possible.

Jack's imagination, which is spotlighted in Temple, got its roots deep in the fantasy role-playing game field. As an avid fan of Gary Gygax's Dungeons and Dragons and Ken St. Andre's FRP variant, Tunnels and Trolls, Powers was weaned on the edges of participatory adventure. As a Diplomacy fan, Jack's sense of politics and history are sharpened.

Jack is currently employed by the juvenile probation department of Orange County, California as a Boy's Ranch counselor.



Note: Temple of the Sun has no save game routine

Spacing should not be changed in the DATA statements and is extremely important to proper screen presentation of items carried.

Compression of this program for a 16K RAM machine will require the removal of remark statements in addition to normal removal of extraneous spaces.

```
10 REM
20 REM  **  START UP AND HEADING ROUTINE  **
30 REM
40 CLS : GOSUB 3610
50 REM
60 REM  **  INITIALIZE ROUTINE  **
70 REM
80 REM  **  A = L O C A T I O N   D A T A  **
90 REM  **  A0 = LOCATION SCENARIO  /  A1 = PERMANENT VISUAL INF
  ORMATION  **
100 REM  **  A2 = 4 MAJOR COMPASS EXITS  / A3 = 4 SEMI-MAJOR COM
  PASS EXITS  **
110 REM  **  A4 = PRAY GO TO CODE  **
120 REM  **  I = I T E M   D A T A  **
130 REM  **  L = VARIABLE COUNTER IN COMPARISON ROUTINES  **
140 REM  **  I(L,0) = ITEM DESCRIPTION  **
150 REM  **  I(L,1) = ITEM USAGE CODE  /  1 = CAN GET / 2 = CAN
  WEAR  **
160 REM  **  4 = CAN DRINK / 5 = CAN'T GET  **
170 REM  **  I(L,2) = ITEMS' LOCATION CODE / 0-20 = LOCATION IN
  TEMPLE  **
180 REM  **  21 = ITEMS IN POSSESSION OF  **
190 REM  **  I(L,3) = ITEMS IN POSSESSION OF - LOCATION IN POSSE
  SSION  **
200 REM  **  1 = IN HAND / -1 = IN KNAPSACK / 2 = WEARING / -3 =
   IN POUCH  **
210 REM  **  I(L,4) = ITEM SPECIAL CIRCUMSTANCE CODE  **
220 REM  **  1 = CURED OF SNAKE BITE / -9 = ALREADY DRANK  **
230 REM  **  C = C O M M A N D   D A T A  **
240 REM  **  G = VARIABLE COUNTER  IN COMPARISON ROUTINE  **
250 REM
260 RANDOM : CLEAR 400 : DEFSTR A - D, I, O - R : DEFINT E - H,
  J - N, S - Z : DIM A(4), I(19, 4), C(22) : FOR J = 0 TO 20 : F
  OR G = 0 TO 4 : READ A(G) : NEXT G, J : FOR G = 0 TO 19
270 READ I(G, 0), I(G, 1), I(G, 2) : NEXT G : FOR G = 0 TO 22 :
  READ C(G) : NEXT G
280 REM
290 REM  **  XW = PERFECT SCORE TRIGGERED FLAG THEN COUNTER TO P
  ENALTY  **
300 REM  **  WK = WEARING WRONG ITEM FLAG THEN COUNTER TO PENALT
  Y **
310 REM  **  J = CURRENT SCENARIO NUMBER  **
320 REM  **  JG = JAGUARS ALIVE COUNTER  /  S3 = SNAKES ALIVE CO
  UNTER  ****
330 REM  **  SUBROUTINE AND RANDOM FOR SCENARIO - I(L,2) - INITI
  ALIZER  **
340 XW = 40 : WK = 22 : JG = 2 : S3 = 3 : J = 20 : GOSUB 3570 :
  I(11, 2) = STR$(- G) : GOSUB 3570 : I(0, 2) = STR$(- G) : GOSU
  B 3570 : I(1, 2) = STR$(- G)
350 GOSUB 3570 : I(14, 2) = STR$(- G) : GOSUB 3570 : I(16, 2) =
  STR$(- G) : G = RND(13) : I(15, 2) = STR$(- G) : G = RND(6)
360 I(13, 2) = STR$(- G) : G = RND(19) : I(11, 2) = STR$(- G) :
  Q = " - " : G = RND(2)
370 CLS : IF G = 2 THEN I(2, 2) = "-13" : I(3, 2) = "2" : I(5, 2
  ) = "4" : I(19, 2) = "9" ELSE I(2, 2) = "-18" : I(3, 2) = "4"
  : I(5, 2) = "2" : I(19, 2) = "0"
```

```
380 REM
390 REM  **  TEST FLAGS ROUTINE  **
400 REM
410 REM  **  F1 = 1 MEANS FLASHLIGHT TURNED ON / F1 = 0 MEANS OF
  F  **
420 REM  **  J = 20 MEANS LOCATION 20 WHICH IS STARTING LOCATION
   **
430 ON ERROR GOTO 4200 : E9 = RND(700) : IF E9 => 698 GOTO 3440
440 IF J < 20 THEN IF F1 = 0 OR (I(6, 3) <> "1" AND I(6, 2) <> S
  TR$(J)) THEN PRINT @ 0, STRING$(64, 32) : FOR G = 1 TO 6 : PRI
  NT : NEXT G : PRINT "IT'S TOO DARK TO SEE!!" : IF F1=0 THEN PR
  INT "WHY DON'T YOU PRAY" : GOTO 670 ELSE 670
450 IF XW < 32 THEN XW = XW - 1 : IF J = 20 AND XW > 0 THEN GOTO
   3400 ELSE IF XW = 0 GOSUB 3440
460 IF WK < 20 THEN WK = WK - 1 : IF WK = 0 THEN GOTO 3470
470 IF J = 14 THEN X4 = X4 + 1 : IF X4 = 4 THEN CLS : PRINT@ 460
  , "YOU SEE YOU ARE SEALED BETWEEN 2 WALLS" ; PRINT@ 525, "RELA
  X..,THEY'RE 3 CENTIMETERS APART." : GOSUB 3530 : GOTO 2990
480 REM
490 REM  **  SITUATION ROUTINE  **
500 REM
510 REM  **      YOU SEE / YOU ARE ROUTINES      **
520 RESTORE : FOR JT = 0 TO J : FOR GT = 0 TO 4 : READ A(GT) : N
  EXT GT, JT : PRINT@ 0, CHR$(30) : FOR G = 1 TO 5 : PRINT : NEX
  T G
530 PRINT@ 64, "YOU ARE -" : PRINT A(0) : PRINT@ 192, "YOU SEE -
  " : PRINT A(1); : PRINT Q; : FOR G = 0 TO 19
540 IF VAL(I(G, 2)) = J THEN PRINT I(G, 0); : PRINT Q; : NEXT G
  ELSE NEXT G
550 REM  **        MAJOR COMPASS POINTS        **
560 PRINT@ 384, "OBVIOUS EXITS ARE -";
570 IF SW < 0 THEN PRINT "UP" : GOTO 670 ELSE : FOR G = 1 TO 4 :
   D = MID$(A(2), G, 1) : IF D = "N" THEN PRINT "N "; ELSE IF D
  = "S" THEN PRINT "S "; ELSE IF D = "E" THEN PRINT "E "; ELSE I
  F D = "W" THEN PRINT "W ";
580 REM  **      SEMI-MAJOR COMPASS POINTS      **
590 NEXT G : FOR G = 1 TO 13 STEP 2 : D = MID$(A(3), G, 2)
600 IF D = "NE" THEN PRINT "NE "; ELSE IF D = "NW" THEN PRINT "N
  W "; ELSE IF D = "SE" THEN PRINT "SE "; ELSE IF D = "SW" THEN
  PRINT "SW ";
610 NEXT G
620 REM
630 REM  **  PROCESS ANSWER ROUTINE  **
640 REM
650 REM  **  LT = LENGTH OF INPUT / VT = VERB TOTAL LENGTH  **
660 REM  **  OB = ON LOOK FOR SPACE IN INPUT  **
670 PRINT : PRINT@ 448, STRING$(63, 158) : PRINT : PRINT@ 968, "
  WHAT DO YOU WISH TO DO NOW "; : INPUT B
680 LT = LEN(B) : IF LT < 3 THEN PRINT "WHAT" : GOTO 430 ELSE FO
  R VT = 3 TO LT : OB = MID$(B, VT, 1) : IF OB <> CHR$(32) THEN
  NEXT VT
690 REM  **  PB = PROCESSED VERB / COMPARE TO COMMANDS ROUTINE
  **
700 PB = LEFT$(B, 3) : FOR G = 0 TO 22 : IF PB <> C(G) THEN NEXT
   G : PRINT "SORRY BUT YOU CANNOT "; B : GOTO 430
```

```
710 REM  **  VT = VERB TOTAL LENGTH / LL = ITEMS CURRENT LOCATIO
  N  ****
720 REM  **  IF ITEM IS NOT VISIBLE OR IN POSSESSION THEN BRANCH
    **
730 VT = VT + 1 : PO = MID$(B, VT, 3) : FOR L = 0 TO 19 : IF PO
  <> LEFT$(I(L, 0), 3) THEN NEXT L ELSE LL = VAL(I(L, 2)) : IF L
  L <> J AND I(L, 2) <> "21" THEN GOTO 3320
740 REM  **  IF IN TEMPLE AND FLASHLIGHT IS OFF OR NOT AVAILABLE
    **
750 REM  **  THEN RESULTS OF - CAN COMMAND BE PERFORMED  **
760 IF G < 12 AND J < 20 THEN IF F1 = 0 OR (I(6, 3) <> "1" AND I
  (6, 2) <> STR$(J)) THEN GOTO 3320
770 REM  **  G = COMMAND BRANCH CODE / ON COMMAND BRANCH  **
780 ON G + 1 GOSUB 870, 970, 1090, 870, 1660, 1860, 1980, 2080,
  1860, 2180, 1660, 2260, 2340, 2410, 2610, 2690, 2730, 2810, 29
  90, 3060, 3110, 2340, 2690
790 REM
800 REM  **  RECYCLE ROUTINE  **
810 REM
820 GOTO 430
830 REM
840 REM  **  ATTACK AND KILL ROUTINE  **
850 REM
860 REM  **            SNAKES            **
870 IF I(11, 3) = "1" THEN GOSUB 3570 : IF PO = "SNA" THEN IF G
  < 9 THEN S3 = S3 - 1 : PRINT "OOOHH. YOU GOT ONE CHAMP." : GOS
  UB 3530 : IF S3 =< 0 PRINT "CONGRATULATIONS. YOU GOT THEM ALL.
  " : I(16, 0) = "SNAKE PULP" : GOSUB 3530 : RETURN ELSE 870 ELS
  E 1770
880 REM  **            JAGUARS             **
890 IF PO = "JAG" IF J <> 5 THEN 3320 ELSE IF G < 9 THEN PRINT "
  HEY! YOU GOT ONE SPORT." : JG = JG - 1 : GOSUB 3530 : IF JG <=
   0 THEN PRINT "YOU GOT THEM. ALL RIGHT !! WAY TO GO.  GOOD SHO
  W." : GOSUB 3530 : RETURN ELSE 890 ELSE RETURN
900 REM  **             SELF             **
910 IF PO = "MYS" OR PO = "SEL" OR PO = "ME " THEN GOTO 2990 ELS
  E GOTO 3310
920 REM
930 REM  **  DRINK ROUTINE  **
940 REM  **  X4 = 0 MEANS POISONOUS POSSIBILITY NOT PREVIOUSLY C
  HECKED  **
950 REM  **  X4 = 1 MEANS LIQUID CHECKED AND POISONOUS / X2 = 5
    **
960 REM  **  X4 = 5 OR X2 < 3 MEANS LIQUID CURES SNAKEBITES  **
970 IF PO <> "LIQ" THEN GOTO 1020
980 IF I(12, 4) = "-9" THEN GOTO 3310
990 IF I(18, 3) <> "1" THEN GOTO 3320 ELSE IF X4 = 0 THEN X2 = R
  ND(5) ELSE IF X4 = 1 THEN X2 = 5 ELSE X2 = 1
1000 IF X2 > 2 THEN PRINT "IT WAS DEADLY POISON, BYE." : GOTO 29
  90
1010 IF X2 < 3 THEN PRINT "YOU ARE CURED OF SNAKE BITES FOR AWHI
  LE." : I(16, 4) = "1" : I(12, 4) = "-9" : RETURN
1020 IF PO = "WAT" THEN IF J = 10 OR J = 13 OR J = 18 THEN PRINT
    "YECH...IT'S BEEN SITTING HERE FOR CENTURIES AND YET..YOU SOM
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  EHOWSURVIVE." : RETURN ELSE GOTO 3320 ELSE PRINT "EECH.I WOULD
  N'T THINK OF LETTING YOU DO THAT." : RETURN
1030 REM
1040 REM  **  EXAMINE ROUTINE  **
1050 REM
1060 REM  **  VG = VARIABLE FLAG FOR EXAMINING ROOM  **
1070 REM  **  1 = FOUND ITEM / 2 = DID NOT FIND ITEM  **
1080 REM  **  POOL - WATERFALL - BATH - LARGE SACRED WELL  RESUL
  TS  **
1090 VG = 0 : IF F1 = 0 AND J < 20 THEN GOTO 430
1100 IF PO = "POO" OR PO = "WEL" OR PO = "SAC" OR PO = "LAR" OR
  PO = "WAT" OR PO = "BAT" THEN IF J = 10 THEN PRINT "YOU SEE A
  GLIMMER OF SOMETHING VERY DEEP" : RETURN ELSE IF J = 13 OR J =
   18 THEN PRINT "YOU SEE A LOT OF FRESH CLEAR WATER." : RETURN
  ELSE 332
1110 REM  **  ENTIRE ROOM RESULTS  / LS = LOCATION SNAKES AND HI
  DDEN CODE  **
1120 REM  **  LX = NON HIDDEN CODE OF SNAKES LOCATION  **
1130 IF PO <> "ROO" THEN GOTO 1190 ELSE LS = VAL(I(16, 2)) : LX
  = ABS(LS)
1140 REM  **  X5 = 4 TO 1 ODDS OF GETTING SNAKE BIT (1-4) VS. (5
  )  **
1150 REM  **  WITHOUT HAVING DRANK LIQUID OR POSSESSING KNIFE  *
  *
1160 IF LX = J AND LX <> LS THEN X5 = RND(5) : IF I(16, 4) <> "1
  " AND I(11, 3) <> "1" AND X5 < 4 THEN PRINT "LOOK OUT FOR THE.
  ....SNAKES. SORRY I TOLD YOU TO LATE." : I(16, 4) = "2" : GOTO
   2990
1170 FOR L = 0 TO 19 : VG = 1 : GOSUB 1410 : IF LX = J THEN I(L,
   2) = STR$(J) : IF LX <> LL THEN VF = 1 : NEXT L ELSE NEXT L E
  LSE NEXT L
1180 REM  **  BRONZE BOX - STONE ALTARS RESULTS  **
1190 IF J=7 AND PO="BRO" THEN IF I(7, 2)="-7" THEN I(7, 2)="7" :
   PRINT "OK" : RETURN ELSE 1340 ELSE IF J=0 OR J=9 THEN IF PO="
  STO" OR PO="ALT" OR PO="12 " THEN PRINT "ALL 12 SEEM TO BE MAD
  E OF 12 INDIVIDUAL STONES FOR SOME UNKNOWN REASON." : RETURN
1200 REM  **  STATUE AND JAGUARS RESULTS  **
1210 IF PO = "STA" AND J = 6 THEN PRINT "YOU SEE WHAT LOOKS LIKE
   HIEROGLYPHICS.MAYBE YOU CAN READ THEM." : RETURN
1220 IF J = 8 THEN IF PO = "JAG" OR PO = "3 J" THEN IF I(9, 2) =
   "-8" THEN I(9, 2) = "8" : PRINT "OK" : RETURN ELSE GOTO 1290
  ELSE GOTO 1290
1230 IF J <> 5 THEN GOTO 1290
1240 IF JG = 0 THEN PRINT "THEY ARE DEAD" : RETURN
1250 PRINT "THE JAGUARS ARE RUNNING AT YOU VERY QUICKLY" : INPUT
   "WHAT DO YOU WANT TO DO"; B : PA = LEFT$(B, 3)
1260 IF PA = "RUN" THEN J = RND(20) : RETURN ELSE IF PA = "ATT"
  OR PA = "KIL" THEN PO = "JAG" : GOSUB 870 : IF JG = 0 THEN RET
  URN
1270 PRINT "THE JAGUARS GRIN AS THEY POUNCE ON YOU. OHHHH. I CAN
  'T LOOK." : GOTO 2990
1280 REM  **  TREE - FOLIAGE - WALL - FLOOR RESULTS  **
1290 IF J = 1 THEN IF PO = "TRE" OR PO = "FOL" THEN PRINT "JUST
  WORMS AND ANTS" : RETURN
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1300 IF PO = "WAL" OR PO = "FLO" THEN PRINT "IT'S MADE OF A VERY
   HARD CEMENT AND MORTAR." : RETURN
1310 REM  **  IF EXAMINING ITEM LIST THEN BRANCH  **
1320 REM  **  IF VG = 1 THEN RESET AND RETURN ELSE RESULTS IF NO
  T  **
1330 REM  **  EXAMINING HIEROGLYPHICS - CALENDAR - STATUE BRANCH
   ROUTINE  **
1340 IF L < 20 THEN GOTO 1360
1350 IF VF = 1 THEN VF = 0 : RETURN ELSE IF PO = "HIE" OR PO = "
  CAL" OR PO = "STA" THEN GOTO 2080 ELSE PRINT "YOU SEE NOTHING
  SPECIAL." : RETURN
1360 REM  **  VF = 1 SETS OFF LOADING OF LL AND LX  **
1370 REM  **  LL = LOCATION OF ITEMS ON LIST AND HIDDEN CODE  **

1380 REM  **  LX = NON HIDDEN CODE LOCATION OF ITEMS ON LIST  **

1390 REM  **  USED TO FIND HIDDEN ITEMS  **
1400 REM  **  VF = 1 SETS OFF RESET AND RETURN ROUTINE  **
1410 IF L < 20 THEN LL = VAL(I(L, 2)) : LX = ABS(LL) : IF VG = 1
   THEN VG = 0 : RETURN
1420 REM  **  LX AND J DETERMINE IF POSSESSING ITEM OR ITEM AT L
  OCATION  **
1430 REM  **  BRANCHES TO RESULT BY USING L TO DETERMINE WHICH I
  TEM ON LIST  **
1440 IF LX <> 21 AND J <> LX THEN GOTO 3320
1450 ON L + 1 GOSUB 1470, 1470, 1480, 1480, 1480, 1480, 1490, 15
  00, 1520, 1500, 1530, 1550, 1570, 1480, 1470, 1530, 1590, 1600
  , 1500, 1480 : RETURN
1460 REM  **  ITEMS ON ITEM TABLE RESULTS  **
1470 PRINT "IT APPEARS TO BE FOR THE IVORY STATUE" : RETURN
1480 PRINT "IT LOOKS AS IF IT'S USED FOR A SPECIAL CEREMONY" : R
  ETURN
1490 IF F1 = 1 THEN PRINT "IT WORKS" : RETURN ELSE PRINT "IT'S N
  OT TURNED ON" : RETURN
1500 PRINT "IT'S A HIGH QUALITY "; I(L, 0)
1510 IF L = 18 AND I(12, 4) <> "-9" THEN PRINT "IT CONTAINS SOME
  THING" : IF I(12, 2) = "-11" THEN I(12, 2) = "11" : RETURN ELS
  E IF I(18, 3) = "1" THEN PRINT "IT'S IN YOUR INVENTORY." : RET
  URN ELSE RETURN ELSE RETURN
1520 PRINT "IT'S A STATUE OF A SHAMAN IN SOME OF HIS CEREMONIAL
  DRESS.", "HE'S WEARING A SKIN POUCH AND APRON." : RETURN
1530 PRINT "IT APPEARS IN GOOD CONDITION, AND CONTAINS "; : FOR
  G = 0 TO 19 : IF I(G, 3) = "-1" THEN PRINT I(G, 0); : Z7 = 1 :
   NEXT G ELSE NEXT G
1540 IF Z7 = 0 THEN PRINT "NOTHING" : RETURN ELSE Z7 = 0 : RETUR
  N
1550 PRINT "ITS MADE OF STEEL AND IS VERY VERY SHARP" : RETURN
1560 REM  **  X4 = 0 MEANS POISONOUS CODE NOT SET FOR LIQUID / S
  ET X4  **
1570 IF X4 = 0 THEN X4 = RND(2)
1580 IF X4 = 1 THEN PRINT "IT LOOKS BLACKISH" : RETURN ELSE X4 =
   5 : PRINT "IT LOOKS BLACK" : RETURN
1590 PRINT "THEY APPEAR TO BE DEADLY" : RETURN
1600 PRINT "THEY REPLACE THE SHAMAN'S 2 FRONT TEETH" : RETURN
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1610 REM
1620 REM  **  GET AND USE ROUTINE  **
1630 REM
1640 REM  **  CAN YOU GET IT / H = HAND COUNT / K1 = KNAPSACK CO
  UNT  **
1650 REM  **  (-1) = IN KNAPSACK  **
1660 IF J <> LL AND LL <> 21 GOTO 3320
1670 IF I(L, 1) = "2" THEN PRINT "YOU CAN ONLY WEAR IT." : RETUR
  N
1680 IF L = 12 GOTO 3310 : IF H => 4 THEN PRINT "SORRY. YOU CAN'
  T. YOUR HANDS ARE FULL." : RETURN
1690 IF I(L, 1) = "4" THEN PRINT "SORRY ALL YOU CAN DO IS DRINK
  IT." : RETURN
1700 IF I(L, 3) = "1" THEN PRINT "YOU ALREADY HAVE IT." : RETURN

1710 IF I(L, 3) = "-1" AND I(10, 3) = "2" THEN PRINT "OK" : H =
  H + 1 : K1 = K1 - 1 : I(L, 3) = "1" : I(L, 2) = "21" : RETURN

1720 REM  **  ZC = POUCH COUNT / I(L,1) = 4 MEANS LIQUID AND RES
  ULTS  **
1730 REM  **  (-3) = IN POUCH  **
1740 IF I(L, 3) = "-3" AND I(15, 3) = "2" THEN ZC = ZC - 1 : PRI
  NT "OK" : I(L, 2) = "21" : I(L, 3) = "1" : RETURN
1750 REM  **  I(L,1) = 5 MEANS SNAKE RESULTS  **
1760 IF I(L, 1) <> "5" OR S3 <= 0 THEN GOTO 1790 ELSE IF I(12, 4
  ) = "-9" THEN PRINT "YOU CAN'T. THERE'S TO MANY OF THEM." : RE
  TURN
1770 IF I(L, 1) = "5" THEN PRINT "YOU MADE A VALIANT EFFORT.BUT
  ALASS THEY WERE TOO MUCH FOR YOU." : PRINT "BUT LOOK ON THE BR
  IGHT SIDE." : PRINT "THE SNAKES WON'T BE HUNGRY FOR AWHILE." :
   GOTO 2990
1780 REM  **  SET LIQUID FLAGS IF NOT DRANK FOR GETTING URN  **
1790 IF J = VAL(I(L, 2)) THEN H = H + 1 : I(L, 3) = "1" : I(L, 2
  ) = "21" : PRINT "OK" : IF L = 18 AND I(12, 4) <> "-9" THEN I(
  12, 2) = "21" : I(12, 3) = "1" : RETURN ELSE RETURN
1800 PRINT "ITS NOT HERE." : RETURN
1810 REM
1820 REM  **  GO AND RUN ROUTINE  **
1830 REM
1840 REM  **  SW = SWIMMING CHECK / X7 = LENGTH OF NOUN  **
1850 REM  **  OO COMPARES YOUR NOUN TO LOCATIONS LISTED EXITS  *
  *
1860 IF SW < 0 GOTO 3320
1870 X7 = LEN(PO) : IF X7 <> 2 GOTO 1910
1880 FOR G = 1 TO 13 STEP 2 : OO = LEFT$(PO, 2) : IF OO <> MID$(
  A(3), G, 2) THEN NEXT G : GOTO 3310
1890 IF OO = "NE" THEN J = J + 5 ELSE IF OO = "NW" THEN J = J -
  3 ELSE IF OO = "SE" THEN J = J + 3 ELSE IF OO = "SW" THEN J =
  J - 5 ELSE GOTO 3310
1900 RETURN
1910 FOR G = 1 TO 4 : OO = LEFT$(PO, 1) : IF OO <> MID$(A(2), G,
   1) THEN NEXT G : GOTO 3310
1920 IF OO = "N" THEN J = J + 1 ELSE IF OO = "S" THEN J = J - 1
  ELSE IF OO = "E" THEN J = J + 4 ELSE IF OO = "W" THEN J = J -
  4 ELSE GOTO 3310
```

```
1930 RETURN
1940 REM
1950 REM  **  PUT ROUTINE  **
1960 REM
1970 REM  **  TEST TO SEE IF YOU HAVE IT / OO = YOUR VERB / PP =
  YOUR NOUN  **
1980 IF L > 19 THEN GOTO 3310
1990 IF I(L, 1) = "1" AND I(L, 3) = "1" THEN INPUT "IN OR ON WHA
  T (EX. KNAPSACK)"; B : OO = LEFT$(B, 2) : IF OO <> "ON" AND OO
   <> "IN" THEN PRINT "HUH" : GOTO 3310 ELSE PP = MID$(B, 4, 3)
  ELSE GOTO 3320
2000 REM  **  PP = GROUND - FLOOR - KNAPSACK - POUCH - IVORY STA
  TUE RESULTS  **
2010 IF PP="GRO" OR PP="FLO" THEN I(L, 2)=STR$(J) : I(L, 3) = ""
   : PRINT "OK" ELSE IF PP="KNA" THEN IF I(10, 3)<>"2" THEN 3320
   ELSE IF K1=>7 THEN PRINT "YOU CAN'T THEY'RE FULL" : RETURN EL
  SE PRINT "OK" : K1 = K1 + 1 : H = H - 1 : I(L, 3) = "-1" : RET
  URN
2020 IF PP = "POU" THEN IF I(15, 3) <> "2" THEN GOTO 3320 ELSE I
  F ZC => 4 THEN PRINT "YOU CAN'T THE POUCH IS FULL." : RETURN E
  LSE PRINT "OK" : I(L, 3) = "-3" : ZC = ZC + 1 : H = H - 1 : RE
  TURN
2030 IF PO = "MIN" OR PO = "TIN" OR PO = "SMA" THEN IF PP = "IVO
  " THEN PRINT "IT FITS BUT IT WILL NOT STAY ON." : RETURN ELSE
  GOTO 3310 ELSE GOTO 3310
2040 REM
2050 REM  **  READ ROUTINE  **
2060 REM
2070 REM  **  STATUE - HIEROGLYPHICS - CALENDAR  RESULTS  **
2080 IF PO = "STA" AND J = 6 THEN PRINT "THERE IS A HIEROGLYPHIC
   OF A SHAMAN PUTTING A SMALL PIECE OF    GOLD INTO A POUCH." :
   RETURN
2090 IF PO = "HIE" AND J = 9 THEN PRINT "YOU SEE A SHAMAN GETTIN
  G A SMALL FRAGMENT OF GEMSTONE OR HIGH   QUALITY GLASS INTO A
  POUCH." : RETURN
2100 IF PO = "HIE" THEN IF J = 2 THEN PRINT "IT'S MISSING SOME P
  IECES DUE TO AGE AND WATER DAMAGE, BUT YOU   CAN MAKE OUT A SH
  AMAN SPITTING 2 OBJECTS INTO A POUCH." : RETURN
2110 IF J = 15 THEN PRINT "IT SHOWS A SHAMAN PUTTING SOME CHARRE
  D WOOD INTO A POUCH" : RETURN
2120 IF PO = "CAL" OR PO = "HIE" THEN IF J = 19 THEN PRINT "IT S
  HOWS A SHAMAN SKINNING A DEER TO MAKE A POUCH AND APRON." : RE
  TURN
2130 PRINT "YOU SEE NOTHING SPECIAL" : RETURN
2140 REM
2150 REM  **  SWIM ROUTINE  **
2160 REM
2170 REM  **  RESULTS BY LOCATION AND COMMANDS  UP - TUNNEL  **
2180 IF J = 10 GOTO 2610
2190 IF J = 13 OR J = 18 THEN IF PO = "UP" THEN SW = SW + 1 : PR
  INT "OK" : RETURN ELSE IF PO = "TUN" THEN GOTO 2200 ELSE PRINT
   "YOU SEE A LARGE TUNNEL" : SW = SW - 1 : RETURN ELSE PRINT "T
  HAT'S HARD TO DO ON STONE FLOORS" : RETURN
2200 PRINT "YOU HAVE JUST ENTERED THE MOUTH OF A LARGE TURTLE. Y
  OU NEEDED   MORE SALT,BUT YUMMY." : GOTO 2990
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2210 REM
2220 REM  **  WEAR ROUTINE  **
2230 REM
2240 REM  **  CAN YOU WEAR IT / WW = NUMBER OF ITEMS WEARING  **

2250 REM  **  IF NOUN = CEREMONIAL MASK OR COTTON ROBE - SET COU
  NTERS - FLAGS  **
2260 IF L > 19 THEN GOTO 3310
2270 IF I(L, 1) <> "2" THEN GOTO 3310
2280 IF WW => 5 THEN PRINT "YOU CAN'T WEAR ANY MORE." : RETURN
2290 I(L, 3) = "2" : I(L, 2) = "21" : PRINT "OK" : WW = WW + 1 :
   IF PO = "CER" OR PO = "COT" THEN IF WK < 20 THEN RETURN ELSE
  GOSUB 3570 : WK = G : RETURN ELSE RETURN
2300 REM
2310 REM  **  DROP AND THROW ROUTINE  **
2320 REM
2330 REM  **  DO YOU HAVE IT / RESULTS  **
2340 IF L > 19 THEN GOTO 3310
2350 IF I(L, 3) = "1" THEN PRINT "OK" : H = H - 1 : I(L, 2) = ST
  R$(J) : I(L, 3) = "" : RETURN ELSE PRINT "YOU ARE CURRENTLY NO
  T HOLDING IT" : RETURN
2360 REM
2370 REM  **  INVENTORY ROUTINE  **
2380 REM
2390 REM  **        WEARING        **
2400 REM  **  IF WEARING ANYTHING SET EU TO 1  **
2410 PRINT "YOU ARE WEARING - "; : FOR G = 0 TO 19 : IF I(G, 3)
  = "2" THEN PRINT I(G, 0); Q; : EU = 1 : NEXT G ELSE NEXT G
2420 REM  **  IF EU = 0 RESULTS / RESET EU  **
2430 IF EU = 0 THEN PRINT "NOTHING" ELSE EU = 0
2440 REM  **  IF KNAPSACK / LIST CONTENTS / SET EU TO 1 IF ANYTH
  ING FOUND  **
2450 IF I(10, 3) = "2" THEN PRINT : PRINT "THE KNAPSACK CONTAINS
  "; Q; : FOR G = 0 TO 19 : IF I(G, 3) = "-1" THEN PRINT I(G, 0)
  ; Q; : EU = 1 : NEXT G ELSE NEXT G ELSE GOTO 2490
2460 REM  **  RETEST EU / RESET EU  **
2470 IF EU = 0 THEN PRINT "NOTHING" ELSE EU = 0
2480 REM  **  IF POUCH / LIST CONTENTS / SET EU TO 1 IF ANYTHING
   FOUND  **
2490 IF I(15, 3) = "2" THEN PRINT : PRINT "THE POUCH CONTAINS";
  Q; : FOR G = 0 TO 19 : IF I(G, 3) = "-3" THEN PRINT I(G, 0); Q
  ; : EU = 1 : NEXT G ELSE NEXT G ELSE GOTO 2530
2500 IF EU = 0 THEN PRINT "NOTHING" ELSE EU = 0
2510 REM  **  HOLDING ANYTHING / HOLDING URN - LIQUID TEST  **
2520 REM  **  SET EU IF ANYTHING FOUND  **
2530 PRINT : PRINT@ 960, "YOU ARE HOLDING"; Q; : FOR G = 0 TO 19

2540 IF I(G, 3) = "1" THEN IF G = 18 AND I(12, 4) <> "-9" THEN P
  RINT "LIQUID IN URN"; Q; : EU = 1 : NEXT G ELSE IF G = 12 THEN
   NEXT G ELSE PRINT I(G, 0); Q; : EU = 1 : NEXT G ELSE NEXT G
2550 REM  **  RETEST EU / RESET EU  **
2560 IF EU = 0 THEN PRINT "NOTHING" : PRINT : RETURN ELSE EU = 0
   : PRINT : RETURN
2570 REM
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2580 REM  **  JUMP ROUTINE  **
2590 REM
2600 REM  **  IF NEAR WATER RESULTS BY LOCATION / ELSE RESULT  *
 *
2610 IF J = 13 OR J = 18 THEN PRINT "YOU ARE IN THE WATER" : SW
 = SW - 1 : RETURN
2620 IF J = 10 THEN PRINT "YOU HAVE JUST OFFERED YOURSELF AS A H
 UMAN SACRIFICE.", "BUT YOU DIDN'T FEEL A THING AFTER THE FIRST
  PIRANHA NIBBLE." : GOTO 2990
2630 PRINT "YOU WERE HIGHER FOR A MOMENT" : RETURN
2640 REM
2650 REM  **  LIGHT AND TURN ROUTINE  **
2660 REM
2670 REM  **  IF YOUR NOUN IS FLASHLIGHT TEST / ELSE RESULT  **
2680 REM  **  OO = ON OR OFF / TEST OO / SET F1 ACCORDINGLY  **
2690 IF PO = "FLA" THEN INPUT "ON OR OFF"; OO : IF OO = "ON" THE
 N F1 = 1 : PRINT "OK" : RETURN ELSE IF OO = "OFF" THEN PRINT "
 OK" : F1 = 0 : RETURN ELSE GOTO 3310 ELSE GOTO 3310
2700 REM
2710 REM  **  LIST ROUTINE  **
2720 REM
2730 CLS : PRINT@ 192, "** ATTACK DRINK DROP EXAMINE JUMP KILL G
 ET GO INVENTORY LIGHT **" : PRINT
2740 PRINT "** LIST PRAY PUT QUIT READ RUN SAY SCORE SWIM (UP DO
 WN) THROW **" : PRINT
2750 PRINT "******* TURN (ON - OFF) USE WEAR (ONCE IT'S ON IT ST
 AYS) *******"
2760 PRINT@ 832, "" : INPUT "HIT ENTER TO RETURN TO GAME "; B :
 CLS : RETURN
2770 REM
2780 REM  **  PRAY ROUTINE  **
2790 REM
2800 REM  **  ON STEPS THEN CHECK FOR PERFECT SCORE THEN HOLDING
  FLASHLIGHT  **
2810 IF J = 20 THEN IF I(6, 3) = "1" THEN IF XW > 0 AND XW < 32
 THEN GOTO 3400 ELSE PRINT "WHAT ARE YOU HERE FOR? GO SOUTH." :
  RETURN ELSE GOTO 2950
2820 REM  **  HOLDING FLASHLIGHT OR OUT IN ROOM THEN IS FLASHLIG
 HT ON F1=1  **
2830 IF I(6, 3) = "1" OR I(6, 2) = STR$(J) THEN IF F1 = 0 THEN P
 RINT "TRY...TURN FLASHLIGHT...ON" : RETURN : ELSE : ELSE 2850
2840 GOTO 2870
2850 PRINT "WHILE IT WAS OUT OF SIGHT THE SPIRITS DAMAGED THE FL
 ASHLIGHT.  WITHOUT IT THERE IS NOT MUCH HOPE OF DOING ANYTHIN
 G!!" : PRINT "TYPE QUITE AND TRY AGAIN." : RETURN
2860 REM  **  ON A(4) PRINT RESULTS  / ELSE PRINT FALL THROUGH
 **
2870 IF A(4) = "1" THEN PRINT "KEEP GOING" : RETURN
2880 IF A(4) = "2" THEN PRINT "TRY EXAMINING THINGS" : RETURN
2890 IF A(4) = "3" THEN GOTO 2950
2900 IF A(4) = "4" THEN PRINT "TRY READING THINGS" : RETURN
2910 IF F1 = 1 THEN IF A(4) = "5" THEN PRINT "IF I WERE YOU....I
 'D QUIT AND TRY AGAIN" : RETURN
2920 IF A(4) = "6" THEN PRINT "TRY NOT TO GET DIZZY AND LOSE YOU
 R DIRECTIONS" : RETURN
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2930 PRINT "SORRY THE LINE IS BUSY RIGHT NOW....LOOKS LIKE YOU A
  RE ON YOUR OWN THIS TIME" : RETURN
2940 REM  **  HAVE EVERYTHING ?  ROUTINE  **
2950 PRINT "IF YOU HAVE ALL YOU WANT AND CAN GET OR DO THEN GO (
  DESIRED     DIRECTION)" : RETURN
2960 REM
2970 REM  **  QUIT ROUTINE  **
2980 REM
2990 PRINT@ 965, "DO YOU WANT TO PLAY ANOTHER GAME"; : INPUT B :
   IF LEFT$(B, 1) = "Y" THEN GOTO 260 ELSE END
3000 GOTO 260
3010 REM
3020 REM  **  SAY ROUTINE  **
3030 REM
3040 REM  **  NOUN = YOHOO RESULTS / ELSE LOAD AND PRINT NOUN  *
  *
3050 REM  **  V1 = TOTAL ENTRY LENGTH MINUS VERB LENGTH PLUS 1 F
  OR SPACE  **
3060 IF PO <> "YOH" THEN IF VT = LT + 2 THEN PRINT "WHAT" : RETU
  RN ELSE V1 = LT - VT + 1 : BB = MID$(B, VT, V1) : PRINT BB : R
  ETURN
3070 PRINT "OH NO YOU JUST SAID THE SACRED WORD FOR BLASPHEMY. T
  HE ANGEL OF DEATH JUST SWEPT DOWN TO TAKE YOUR POOR SOUL TO TH
  E UNDERWORLD." : GOTO 2990
3080 REM
3090 REM  **  SCORE ROUTINE  **
3100 REM
3110 CLS : PRINT@ 70, "YOU HAVE" : PRINT@ 105, "YOU NEED" : XY =
   133 : YX = 168 : W9 = 0
3120 REM  **  IF HAVE IT WHERE IT BELONGS RESULTS / ELSE RESULTS
    **
3130 REM  **  W9 = COUNTER FOR NUMBER OF ITEMS IN CORRECT PLACES
    **
3140 IF I(4, 3) = "2" THEN PRINT@ XY, "CROWN" : W9 = W9 + 1 : GO
  SUB 3270 ELSE PRINT@ YX, "CROWN" : GOSUB 3270
3150 IF I(5, 3) = "2" THEN PRINT@ XY, "ROBE" : W9 = W9 + 1 : GOS
  UB 3270 ELSE PRINT@ YX, "ROBE" : GOSUB 3270
3160 IF I(13, 3) = "2" THEN PRINT@ XY, "MASK" : W9 = W9 + 1 : GO
  SUB 3270 ELSE PRINT@ YX, "MASK" : GOSUB 3270
3170 REM  **  W1 = IF DON'T HAVE THE POUCH ON THEN SET TO 1 STOP
   HAVE'S  **
3180 IF I(15, 3) = "2" THEN PRINT@ XY, "POUCH AND APRON" : W9 =
  W9 + 1 : GOSUB 3270 ELSE PRINT@ YX, "POUCH AND APRON" : GOSUB
  3270 : W1 = 1
3190 IF W1 = 0 AND (I(9, 3) = "-3" OR I(18, 3) = "-3") THEN PRIN
  T@ XY, "PRECIOUS GEM" : W9 = W9 + 1 : GOSUB 3270
3200 PRINT@ YX, "PRECIOUS GEM-IN POUCH" : GOSUB 3270
3210 IF W1 = 0 AND I(7, 3) = "-3" THEN PRINT@ XY, "GOLD" : W9 =
  W9 + 1 : GOSUB 3270 ELSE PRINT@ YX, "GOLD-IN POUCH" : GOSUB 32
  70
3220 IF W1 = 0 AND I(17, 3) = "-3" THEN PRINT@ XY, "SACRED ITEM"
   : W9 = W9 + 1 : GOSUB 3270 ELSE PRINT@ YX, "SACRED ITEM-IN PO
  UCH" : GOSUB 3270
3230 IF W1 = 0 AND I(19, 3) = "-3" THEN PRINT@ XY, "CHARRED WOOD
  " : W9 = W9 + 1 : GOSUB 3270 ELSE PRINT@ YX, "CHARRED WOOD-IN
  POUCH" : GOSUB 3270
```

```
3240 REM  **  RESET W1 / PERFECT SCORE BRANCH ELSE RETURN  **
3250 W1 = 0 : IF W9 = 8 GOTO 3370 ELSE INPUT "HIT ENTER TO RETUR
  N"; B : RETURN
3260 REM  **  ADD LINE TO PRINT LOCATION VARIABLES ROUTINE  **
3270 XY = XY + 64 : YX = YX + 64 : RETURN
3280 REM
3290 REM  **  CAN'T DO THAT ROUTINE  **
3300 REM
3310 PRINT "SORRY BUT YOU CAN'T DO THAT." : GOTO 430
3320 PRINT "SORRY BUT YOU CAN'T DO THAT .... YET" : GOTO 430
3330 REM
3340 REM  **  CONDITION SETS AND EXPLANATIONS ROUTINE  **
3350 REM
3360 REM  **  PERFECT SCORE WARNING AND INITIALIZING COUNTERS AN
  D FLAGS  **
3370 GOSUB 3530 : CLS : PRINT "OH GREAT PRIEST RETURN QUICKLY TO
   THE STEPS BEFORE THE SPIRITS  OF THE TEMPLE SEAL YOUR FATE!!"
   : GOSUB 3530
3380 IF XW < 32 THEN GOTO 430 ELSE XW = 30 : GOTO 430
3390 REM  **  WIN ROUTINE  **
3400 CLS : GOSUB 3530 : PRINT@ 448, "OH GREAT SHAMAN..." : GOSUB
   3530
3410 PRINT "BECAUSE OF YOUR GREATNESS AND WISDOM..." : GOSUB 353
  0 : PRINT "THE WORLD AND IT'S ELEMENTS..." : GOSUB 3530
3420 PRINT "ARE AT YOUR COMMAND." : PRINT : PRINT : PRINT "CONGR
  ATULATIONS" : GOSUB 3530 : GOTO 2990
3430 REM  **  EARTHQUAKE ROUTINE AND INITIALIZING COUNTERS AND F
  LAGS  **
3440 CLS : FOR X = 1 TO 300 : G = RND(1023) : PRINT@ G, "EARTHQU
  AKE" : NEXT X
3450 CLS : PRINT@ 460, "YOU HAVE ANGERED THE SPIRITS OF THE TOMB
  ." : PRINT@ 523, "AND THEY HAVE SEALED YOUR FATE WITH THEIR'S"
   : J = 14 : GOTO 460
3460 REM  **  WEARING WRONG APPAREL RESULTS / COUNTERS AND FLAGS
   SET  **
3470 CLS : PRINT@ 328, "A STRANGE BLUE MIST HAS SUDDENLY SURROUN
  DED YOU" : GOSUB 3530
3480 PRINT@ 404, "YOU HAVE FALLEN ASLEEP!" : GOSUB 3530 : CLS :
  PRINT@ 276, "ARISE AND BE JUDGED" : GOSUB 3530
3490 PRINT@ 463, "THOU ART A FAKER AND ANGERS US" : GOSUB 3530 :
   J = 14 : F1 = 1 : I.(6, 2) = "14" : GOTO 430
3500 REM
3510 REM  **  TIMER SUBROUTINE  **
3520 REM
3530 FOR GG = 0 TO 1000 : NEXT GG : RETURN
3540 REM
3550 REM  **  RANDOM NUMBER SUBROUTINE  **
3560 REM
3570 G = RND(19) : IF G = 14 GOTO 3570 ELSE RETURN
3580 REM
3590 REM  **  HEADING AND INSTRUCTIONS ROUTINE  **
3600 REM
3610 PRINT@ 135, "***     WELCOME TO THE EXCITING WORLD OF     *
  **" : PRINT@ 465, "J P LABORATORIES ADVENTURES"
3620 PRINT@ 844, "BROUGHT TO YOU BY THE PROGRAMMER'S GUILD" : GO
  SUB 3530 : CLS
```

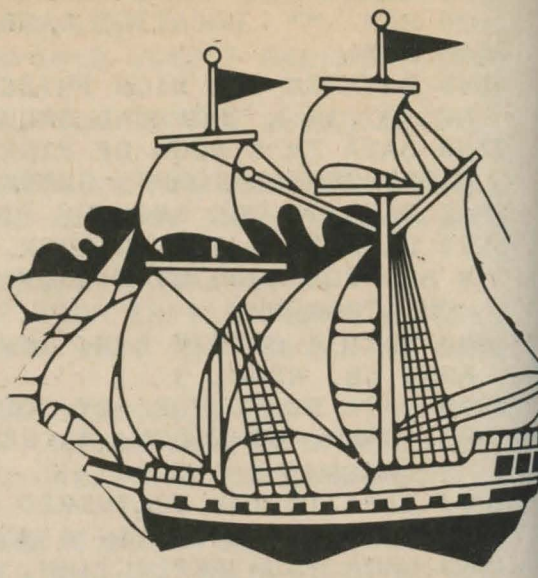
```
3630 PRINT : PRINT : PRINT "   YOU ARE ABOUT TO BE TRANSPORTED T
  O THE JUNGLES OF PERU, ABOUT";
3640 PRINT "100 MILES SOUTHWEST OF LAKE TITICACA, THE HIGHEST NA
  VIGABLE     FRESH WATER LAKE IN THE WORLD."
3650 PRINT "   YOU HAVE HEARD OF A PRE-INCA TEMPLE RECENTLY UNCO
  VERED THERE.";
3660 PRINT "INDIAN FOLKLORE HAS IT THAT THE TEMPLE CONTAINS THE
  SECRETS OF"
3670 PRINT "THE SHAMAN AND WARNS OF DEATH TO ALL WHO ENTER AND A
  NGER THE    SPIRITS AND BODIES OF THE ANCIENT SHAMANS ENBALMED
   AND ENTOMBED THERE."
3680 PRINT "   DESPITE ALL THIS YOU DESIRE TO SEARCH ";
3690 PRINT "OUT THESE SECRETS AND  PIT YOUR INTELLIGENCE AGAINST
   THAT OF THE SHAMANS OF OLD." : PRINT@ 965, "HIT ENTER TO CONT
  INUE";
3700 J$ = INKEY$ : IF J$ = "" THEN GOTO 3700 ELSE CLS
3710 PRINT@ 195, "TEMPLE OF THE SUN IS UNIQUE IN ITS FORMAT. IT
  USES A SPECIAL MATH CODING SYSTEM TO CREATE AN OCTAL-DIRECTION
  ED ADVENTURE"
3720 PRINT "MAZE.  YOU CAN GO ANY OF THE 8 MAJOR AND SEMI-MAJOR
  COMPASS     POINTS -- N, S, E, W, NE, NW, SE, SW -- LISTED AS
  EXITS BY      TYPING " CHR$(34) "GO S" CHR$(34) " FOR GO SOUTH
   OR " CHR$(34) "GO NE" CHR$(34) " FOR GO NORTHEAST.""
3730 PRINT : PRINT "   SO BE ESPECIALLY CAREFUL TO MAP YOUR WAY
  THROUGH TO PREVENT  GETTING LOST." : PRINT@ 965, "HIT ENTER TO
   CONTINUE";
3740 L$ = INKEY$ : IF L$ = "" THEN GOTO 3740 ELSE CLS
3750 PRINT@ 195, "COMMUNICATING WITH THE COMPUTER IS DONE ON A V
  ERB-NOUN"
3760 PRINT "FORMAT.  ONCE IN THE TEMPLE YOU SHOULD TYPE " CHR$(3
  4) "LIST" CHR$(34) " TO" : PRINT "FAMILIARIZE YOURSELF WITH AC
  CEPTABLE COMMANDS.  THEN YOU WILL   WANT TO DO SUCH THINGS AS:
   ";
3770 PRINT CHR$(34) "GET FLASHLIGHT" CHR$(34) ", " CHR$(34) "TUR
  N FLASHLIGHT...ON" CHR$(34) ", " CHR$(34) "EXAMINE ROOM" CHR$(
  34);
3780 PRINT " TO DISCOVER HIDDEN ITEMS (BE CAREFUL OF THE SNAKES
  UNLESS YOU HAVE A WEAPON OR ARE IMMUNE), " CHR$(34) "READ" : P
  RINT"HIEROGLYPHICS" CHR$(34) " FOR CLUES, " CHR$(34) "WEAR CRO
  WN" CHR$(34) " (ONCE AN ITEM IS WORN IT CANNOT ";
3790 PRINT "BE TAKEN OFF), " CHR$(34) "INVENTORY" CHR$(34) ", AN
  D " CHR$(34) "SCORE" CHR$(34) ".  FOR HINTS, TRY " CHR$(34) "P
  RAY" CHR$(34) "."
3800 PRINT@ 965, "HIT ENTER TO CONTINUE";
3810 G$ = INKEY$ : IF G$ = "" THEN 3810 ELSE CLS
3820 PRINT@ 195, "IF YOU'RE READY, HOLD ON TO YOUR SEATS. THROUG
  H THE MAGIC OFTHE TRS-80, YOU ARE ABOUT TO BE TRANSPORTED THOU
  SANDS OF MILES
3830 PRINT "IN A MATTER OF SECONDS."
3840 PRINT "   GOOD LUCK ON YOUR SEARCH. AND REMEMBER TO FIND CL
  UES AND TYPESCORE ";
3850 PRINT "TO DISCOVER THE ITEMS NEEDED."
3860 PRINT "   ALSO IN MOST CIRCUMSTANCES THE 1ST 3 LETTERS OF A
   VERB OR    NOUN WILL BE ACCEPTED AS THE FULL WORD."
3870 PRINT@ 965, "HIT ENTER TO START"; : INPUT A$ : RETURN
```

```
3880 REM
3890 REM  **  DATA TABLES  **
3900 REM
3910 REM
3920 REM  **  LOCATION DATA TABLE  **
3930 REM
3940 DATA IN THE HIGH PRIEST WORSHIP ROOM, 12 STONE ALTARS, NE,
  NE, 2, IN A TROPICAL GARDEN, TREES  FOLIAGE, NSE, NESE, 2
3950 DATA IN A ROOM OF FINE APPAREL, HIEROGLYPHICS, NS, SE, 4, I
  N THE SHAMAN TOMBS, SEATED MUMMIES, S, SE, 3
3960 DATA IN THE ROOM OF FINE APPAREL, , NE, NE, 3
3970 DATA IN A JAGUAR ROOM, 3 JAGUARS, NSEW, NENWSESW, 1, IN RAI
  N AND FOLIAGE, STATUE OF THE RAIN GOD TLALOC, SEW, SESW, 4, IN
   THE TREASURY
3980 DATA A BRONZE BOX, SEW, SESW, 2, IN THE JAGUAR ROOM, 3 JAGU
  ARS, NE, NENW, 3
3990 DATA SURROUNDED BY GOLDEN HIEROGLYPHIC WALLS, 12 STONE ALTA
  RS, NSEW, NENWSESW, 4, NEAR THE SACRED WELL, LARGE WELL, NSEW,
   NENWSESW, 2
4000 DATA IN THE FEATHERED SERPENT - QUETZALCOATL- ROOM, STEEL B
  OX, SEW, SESW, 3, IN A ROOM MADE OF OBSIDIAN MIRRORS
4010 DATA YOUR REFLECTION, NW, NW, 1
4020 DATA NEAR A WATER FALL BATH, WATER FALL  POOL, NSW, SW, 2,
  IN A SHRINKING ROOM, SKELETON DUST WALLS COMING CLOSER, , , 5
4030 DATA IN THE SOLAR ROOM, ASTRONOMICAL HIEROGLYPHICS, SEW, NE
  SESW, 4, IN A SPINNING ROOM, A GLIMPSE OF A PORTAL TO THE ?WES
  T?, W, , 6
4040 DATA IN ROOM MADE OF OBSIDIAN MIRRORS, YOUR REFLECTION, SW,
   NW, 1, NEAR THE WATERFALL BATH, WATERFALL  POOL, SW, SW, 2
4050 DATA IN A LARGE HALL, CALENDAR - HIEROGLYPHICS, S, SW, 4, O
  N THE STEPS TO THE TEMPLE OF THE SUN, DARK ENTRANCE , S, , 6
4060 REM
4070 REM  **  ITEMS DATA TABLE  **
4080 REM
4090 DATA SMALL FEATHERED CROWN, 1, ; MINIATURE FEATHERED ROBE,
  1, , CEREMONIAL MASK, 2, , COTTON ROBE, 2, , CROWN OF GOLD AND
   FEATHERS, 2, 4
4100 DATA ROBE OF FEATHERS, 2, , FLASHLIGHT, 1, 20, GOLD, 1, -7,
   IVORY STATUE, 1, 9, JADE EYES, 1, -8, KNAPSACK, 2, 19, KNIFE,
   1,
4110 DATA LIQUID, 4, -11, FEATHERED MASK OF GOLD, 2, , TINY GOLD
   MASK, 1, , POUCH AND APRON MADE OF  DEER SKIN, 2, , SNAKES,
  5,
4120 DATA TEETH OF GOLD, 1, -3, URN OF CRYSTAL, 1, 11, CHARRED W
  OOD, 1,
4130 REM
4140 REM  **  COMMAND DATA TABLE  **
4150 REM
4160 DATA ATT, DRI, EXA, KIL, GET, GO , PUT, REA, RUN, SWI, USE,
   WEA, DRO, INV, JUM, LIG, LIS, PRA, QUI, SAY, SCO, THR, TUR
4170 REM
4180 REM  **  ERROR TRAPPING ROUTINE  **
4190 REM
4200 RESUME 3310
4210 REM
4220 REM  **  END OF PROGRAM
```

Chapter Eight

Lost Ship

by Charles Forsythe



About the author

Charles Forsythe was born in southern Turkey. His parents, missionaries at the time, moved to Washington DC shortly after Charles arrived.

His first contact with computers came in the third grade.

"I didn't have any idea what it was supposed to do", he recalls, "but watching it spit out paper tape and play music was fascinating. I was hooked."

Charles' family moved to the Boston area, where his father assumed the Assistant Headmaster postion at The Carrol School, an education center for educationally handicapped children. It was after the school purchased its first computer that the youngster realized computers were more than large boxes with blinking lights.

His first effort, an in-school computer dating service program, was a hit among his peers and teachers. Charles' talent began to show.

It was not until his exposure to the Scott Adams adventure series that Charles' programming began to take form and direction. He was excited about adventure, but like all youngsters, was unable to buy the programs he needed to satisfy his new interest. So he began writing them.

Lost Ship adventure is his first commercial effort. At age fifteen, he is considered one of the foremost junior programmers in the country. He plans new adventures and has taken the inevitable step to machine language programming, which seems to be the karma of most young adventure authors.

Note: The save game routine in this program is for tape only. Disk routines may be added by modifying lines 1970 to 2050.

In the program listing, the caret is used to denote the up-arrow key.

```
10 CLEAR 1500 : M$ = "ABCABCABCABC"
20 M = VARPTR(M$) : M1 = PEEK(M + 1) : M2 = PEEK(M + 2)
30 FOR T = 0 TO 11 : READ M : POKE T +(M2 * 256 + M1), M : NEXT
  : DATA 33, 128, 62, 17, 64, 62, 1, 128, 1, 237, 176, 201
40 RESTORE : DELETE 30 - 80
50 ' THE FIRST TIME YOU RUN THE PROGRAM, THE READY PROMPT
60 ' WILL SIMPLY POP UP. RUN IT AGAIN AND THE PROGRAM WILL
70 ' WORK FROM THEN ON. IT IS SUGGESTED THAT YOU RUN AT
80 ' LEAST LINES 10-40 BEFORE SAVING THE GAME.
90 CLS : R = 24 : O = 28
100 DIM RD$(R, 2), OS$(3, 2), DH$(R) : IF PEEK(16396) = 195 THEN
   D1 = 1 : DEFUSR 0 = M2 * 256 + M1 ELSE POKE 16526, M1 : POKE
  16527, M2
110 DIM O$(O), P(O) : FOR T = 1 TO 6 : READ AD$(T) : NEXT : AL =
   70 : I$ = "X" : I = VARPTR(I$) : POKE I + 1, 197 : POKE I + 2
  , 63
120 FOR T = 1 TO 3 : READ OS$(T, 1), OS$(T, 2) : NEXT : READ VH$
   : READ VI$ : VH$ = VH$ + VI$ : VI$ = "" : GOTO 1880
130 CLS : PRINT@ 768, CHR$(168) CHR$(176) CHR$(178) CHR$(191) CH
  R$(177) CHR$(176) CHR$(148)"  LOST SHIP ADVENTURE"
140 PRINT CHR$(172) CHR$(144) " " CHR$(191) " " CHR$(160) CHR$(1
  56) " BY CHARLES FORSYTHE
 " CHR$(130) STRING$(3,131) CHR$(129)
150 PRINT@ 0, "<" STRING$(22, "-")"LOST SHIP ADVENTURE" STRING$(
  21, "-")">"
160 FOR T = 1 TO R : READ RD$(T, 1), RD$(T, 2) : NEXT : FOR T =
  1 TO O : READ O$(T), P(T) : NEXT : FOR T = 1 TO R : READ DH$ :
   RD$(T, 2) = DH$ + RD$(T, 2) : NEXT : Y1 = 1
170 PRINT@ 128, STRING$(255, 32)"

"; : PRINT@ 128, RD$(Y1, 1)
180 PRINT@ 320, "YOU SEE: "; : FOR T = 1 TO O : IF P(T) <> Y1 TH
  EN 200
190 FOR N = 7 TO LEN(O$(T)) : IF MID$(O$(T), N, 1) = "*" THEN PR
  INT "  "; : GOTO 200 ELSE PRINT MID$(O$(T), N, 1); : NEXT N :
  PRINT "  ";
200 NEXT T : IF PEEK(16416) = 72 THEN PRINT "NOTHING SPECIAL" CH
  R$(30) ELSE PRINT CHR$(30)
210 PRINT@ 448, "OBVIOUS EXITS: "; : FOR T = 1 TO 6 : IF MID$(RD
  $(Y1, 2), T, 1) = "1" THEN PRINT AD$(T)" "; : NEXT ELSE NEXT
220 PRINT@ 512, "<-----------------------------------------
  ---------------->";
230 PRINT@ 960, "---->";
240 IF PEEK(14502) = 3 THEN PRINT CHR$(15); : GOTO 1050 ELSE PRI
  NT CHR$(14); : FOR T = 1 TO 20 : A$ = INKEY$ : IF A$ = "" THEN
   NEXT ELSE 260
250 IF PEEK(14502) = 3 THEN PRINT CHR$(15); : GOTO 1050 ELSE PRI
  NT CHR$(15); : FOR T = 1 TO 20 : A$ = INKEY$ : IF A$ = "" THEN
   NEXT : GOTO 240 ELSE 260
260 IF ASC(A$) = 8 AND POS(0) <> 5 THEN 300
270 IF A$ = CHR$(13) THEN 310 ELSE IF A$ = "^" THEN PRINT CHR$(1
  5); : GOTO 1970
280 IF ASC(A$) < 32 OR ASC(A$) > 90 THEN 240
290 IF POS(0) = 31 THEN 240 ELSE IF A$ = " " AND POS(0) = 5 THEN
   240
```

```
300 PRINT A$; : GOTO 240
310 IF POS(0) = 5 THEN 240 ELSE POKE I, POS(0) - 5 : I2$ = I$ :
  PRINT CHR$(15); : GOSUB 530
320 V$ = LEFT$(I2$, 4) : IF MID$(V$, 3, 1) = " " AND RIGHT$(V$,
  1) <> " " THEN V$ = LEFT$(V$, 2) + "  "
330 GOSUB 450
340 IF RIGHT$(I2$, 1) = " " THEN I2$ = LEFT$(I2$, LEN(I2$) - 1)
  : GOTO 340
350 FOR NP = LEN(I2$) TO 1 STEP - 1 : IF MID$(I2$, NP, 1) <> " "
   THEN NEXT : N$ = "" : NP = LEN(I2$) + 1 ELSE N$ = MID$(I2$, N
  P + 1, 4)
360 FOR T = 1 TO LEN(VH$) STEP 6
370 IF V$ <> MID$(VH$, T, 4) THEN NEXT : PRINT "I DON'T KNOW HOW
   TO " CHR$(34) LEFT$(I2$, NP - 1) CHR$(34)" SOMETHING."; : GOS
  UB 530 : GOTO 230 ELSE V = VAL(MID$(VH$, T + 4, 2)) : VN =(T -
   1)/6 + 1
380 N$ = N$ + STRING$(4 - LEN(N$), " ") : IF V = 3 THEN 410 ELSE
   IF VN = 22 THEN 440
390 IF N$ = "    " THEN N = 0 : GOTO 440 ELSE IF N$ = "SUIT" THE
  N PRINT "YOU'RE WEARING IT AND YOU CAN'T REACH THE ZIPPER."; :
   GOSUB 530 : GOTO 230
400 FOR T = 1 TO O : IF N$ <> LEFT$(O$(T), 4) THEN NEXT : PRINT
  "I DON'T KNOW WHAT A " CHR$(34) MID$(I2$, NP + 1) CHR$(34)" IS
  ."; : GOSUB 530 : GOTO 230 ELSE N = T : GOTO 420
410 FOR T = 7 TO LEN(RD$(Y1, 2)) STEP 2 : IF LEFT$(N$, 2) = MID$
  (RD$(Y1, 2), T, 2) THEN Y1 = VAL(MID$(RD$(Y1, 2), T + 2, 2)) :
   GOTO 170 ELSE NEXT : PRINT "YOU CAN'T GO THAT WAY YET..."; :
  GOSUB 530 : GOTO 230
420 FOR T = 7 TO LEN(O$(N)) : IF MID$(O$(N), T, 1) <> "*" THEN N
  EXT
430 IF MID$(O$(N), T - 1, 1) = "S" AND MID$(O$(N), T - 2, 1) <>
  "S" THEN HM = 2 ELSE HM = 1
440 ON V GOTO 930, 1110, 170, 1140, 1270, 1340, 1440, 1530, 1050
  , 1570, 1620, 1760, 1830, 900, 910, 920
450 IF Y1 = 1 OR Y1 > 7 THEN 480 ELSE AL = AL - 1 : IF AL = 0 TH
  EN PRINT "YOU HAVE RUN OUT OF AIR IN YOUR TANKS! YOU HAVE DROW
  NED"; : GOSUB 530 : INPUT "PLAY AGAIN"; A$ : IF LEFT$(A$, 1) =
   "Y" THEN RUN ELSE CLS : END
460 IF AL = 1 THEN PRINT "YOUR AIR GAUGE READS IN THE RED!"; : G
  OSUB 530 : GOTO 480
470 IF AL < 10 THEN PRINT "YOUR AIR GAUGE READS IN THE YELLOW...
  "; : GOSUB 530
480 MT = MT - 1 : IF MT <> 0 THEN RETURN
490 IF P(19) = 8 THEN P(19) = 14 : MT = - 1 : RETURN
500 IF P(11) > 7 AND P(11) < 14 THEN P(11) = - 2
510 IF P(17) > 7 AND P(17) < 14 THEN P(17) = - 2
520 MT = 5 : P(19) = 8 : RETURN
530 J = USR(I) : PRINT@ 960, CHR$(30); : RETURN
540 DATA NORTH, SOUTH, EAST, WEST, UP, DOWN
550 DATA THAT'S, THOSE ARE, IS TO MUCH, ARE TOO MANY, THAT, THOS
  E
560 DATA GET 01DROP02GO  03EXAM04WITH05SET 06ENTE03GIVE07TAKE01P
  ICK01CLIM03PLOT06BREA08INVE09READ04OPEN10UNLO10KILL11
```

```
570 DATA STAB11CUT 11STOR12SAY 11SMAS08SEAR04MARK06SWIM03CATC13F
  OLL03JUMP03EAT 11DIVE03QUIT14SCOR15HELP16LOWE11SAIL11SING11FEE
  D11CHIP08
580 DATA YOU ARE FLOATING ABOVE THE WATER NEXT TO THE SIDE OF A
  LARGE
SHIP. ALL THE LIFE RAFTS HAVE BEEN TAKEN AND THE SAILS NEED RE-
  PAIR.
590 DATA DO02UP08OC02SH08, YOU ARE UNDERWATER BENEATH A SHIP OF
  SOME SORT, UP01SU01EA03WE04NO06SO06
600 DATA YOU ARE UNDERWATER. YOU CAN'T SEE THE SHIP ANYMORE!, NO
  07SO06EA04WE02
610 DATA YOU ARE UNDERWATER. YOU CAN'T SEE THE SHIP ANYMORE!, NO
  05SO06EA02WE07, YOU ARE UNDERWATER. YOU CAN'T SEE THE SHIP ANY
  MORE!, NO03SO07EA06WE05
620 DATA YOU ARE UNDERWATER. YOU CAN'T SEE THE SHIP ANYMORE!, NO
  03SO05EA07WE04
630 DATA YOU ARE UNDERWATER AT A CORAL REEF., NO05SO06EA03WE04UP
  24, YOU ARE ON THE DECK OF THE SHIP. IT HASN'T BEEN TOUCHED IN
        YEARS. THE RIGGING LOOKS O.K. THOUGH.
640 DATA NO09ST09OC01UN02DO01, YOU ARE IN THE CAPTAIN'S STUDY. I
  T IS WET IN HERE. A LADDER GOESTHROUGH CEILING.
650 DATA UP11SO08LA11NE11, YOU ARE IN THE MAP ROOM. THE WINDOWS
  LOOK OUT ONTO AN ENDLESS   OCEAN. THE SEA BREEZE COMES THROUGH
   THEM.
660 DATA NO08WI12, YOU ARE IN THE CROW'S NEST. YOU SEE SOMETHING
   THAT MIGHT BE AN  ISLAND IN THE EAST., DO09LA09OF05
670 DATA YOU ARE ON A SECONDARY DECK IN THE STERN OF THE SHIP.TH
  E WINDOWSOF THE MAP ROOM OVERLOOK IT. THE ENTRANCE TO THE CARG
  O HOLD IS  HERE.
680 DATA DO13HO13EN13WI10RO10MA10, YOU ARE IN THE CARGO HOLD. MO
  ST OF THE OLD CARGO HAS DECAYED., UP12TR12
690 DATA YOU ARE SWIMMING IN A SHALLOW AREA NEXT TO THE SHIP., U
  P08SH08BO08NO15, "YOU ARE ON A BEACH, NEXT TO THE OCEAN. YOU C
  AN SEE THE SHIP.", WA14OC14NO20
700 DATA YOU ARE IN THE JUNGLE. YOU SEE A CAVE ENTRANCE., NO22SO
  20EA21WE18CA22, YOU ARE IN THE JUNGLE. YOU CAN'T FIND A PATH!
710 DATA NO16SO21EA20WE21, YOU ARE IN THE JUNGLE. YOU CAN'T FIND
   A PATH!, NO21SO21EA17WE18, YOU ARE IN THE JUNGLE. YOU CAN'T F
  IND A PATH!
720 DATA NO18SO21EA17WE20, YOU ARE ON A FAINT PATH LEADING FROM
  THE BEACH INTO A JUNGLE., NO19SO15EA18WE18PA21
730 DATA YOU ARE IN THE JUNGLE. YOU CAN'T FIND A PATH!, NO21SO18
  EA19WE17, YOU ARE IN A CAVE., SO16EA23PA23JU16
740 DATA YOU ARE IN A CAVE PASSAGE. IT IS HARD TO SEE., WE22, YO
  U ARE ON A BEACH. YOU SEE THE SHIP IN THE DISTANCE., OC07NO07W
  A07SH07
750 DATA SHIP05SAILING SHIP*A SIGN SAYS ITS NAME IS "S.S. DEATH
  FLOWER", 1, SUIT02DIVING SUIT*YOU ARE WEARING IT
760 DATA 1000, CORA05CORAL*THERE IS A STRANGE FORMATION OF IT HE
  RE., 7, DOG 05DOG GUARDING SOUTH DOOR*IT GROWLS WHEN YOU COME
  NEAR. IT LOOKS HUNGRY., 8
770 DATA BONE02BONES*THEY ARE THE CORAL ENCRUSTED BONES OF AN OL
  D SAILOR., -1, FEAT02FEATHER*IT'S A PEN!, 11, EGGS05GULL EGGS*
  NOTHING SPECIAL
```

```
780 DATA 11, PAPE02PAPERS*THEY USED TO BE MAPS BUT THE INK HAS R
  UN, 10
790 DATA MAP 06MAP ON TABLE*IT IS NAILED DOWN WITH TACKS. AN "X"
   MARKS THE SHIP'S       POSITION., 10
800 DATA LADD06LADDER*IT GOES UP THROUGH A TRAP DOOR TO THE CROW
  'S NEST., 9, DAGG03JEWELED DAGGER*VERY GOOD WORKMANSHIP. THE B
  LADE COULD CHIP THROUGH SOLID   ROCK!, 11
810 DATA SACK05ROTTING SACKS*THE PUTRID SACKS LIE IN A HEAP IN O
  NE CORNER, 13, MACH06RUSTED MACHINE*IT IS TOO CORRODED TO IDEN
  TIFY
820 DATA 13, NET 02NET*SMALL NET FOR CATCHING FISH. IT SEEMS IN
  GOOD CONDITION., 13
830 DATA SAIL05X*X, -1, COUR05X*X, -1, BAG 03BAG*IT'S FULL OF GO
  LD!!!, 13, BOOK02BOOK*X, 9
840 DATA MANA05FAT MANATEE*THERE'S SOMETHING IN IT'S MOUTH, -1,
  PIRA05DEAD PIRATE*LET HIM REST IN PEACE!, 22, ROCK05ROCK*X, 23

850 DATA KEY 03GOLD KEY*NOTHING SPECIAL, -2, SIGN06SIGN STUCK IN
   SAND*"TAKE TREASURES HERE AND SAY 'STORE'", 24
860 DATA FISH02FISHES*THEY SWIM QUICKLY, 14, SAND05SAND*IT MAKES
   UP THE BEACH., 15, FLAG05BLACK FLAG*IT'S THE SKULL AND CROSS
  BONES!
870 DATA 8, SEAW05SEAWEED*NOTHING SPECIAL, 14, STEA02STEAK*IT'S
  ALL ROTTEN. NOT EVEN A DOG WOULD EAT IT!, 8
880 DATA 000011, 111110, 111100, 111100, 111100, 111100, 111110,
   100001, 010010, 100000, 000001, 000001, 000010, 100010, 10000
  0, 111100, 111100
890 DATA 111100, 111100, 111100, 111100, 011000, 000100, 100000
900 PRINT "YOU QUIT WITH"TS"TREASURES. THAT'S "TS * 25"%."; : GO
  SUB 530 : GOSUB 530 : PRINT@ 896, ""; : END
910 PRINT "YOU HAVE"TS"TREASURES STORED."; : GOSUB 530 : GOTO 23
  0
920 PRINT "TRY EXAMINING THINGS."; : GOSUB 530 : GOTO 230
930 IF N=7 AND Y1=11 PRINT "A SEAGULL FLIES AND HITS YOU FROM BE
  HIND. YOU FALL INTO THE"; : GOSUB530 : PRINT "OCEAN AND LOSE E
  VERYTHING YOU ARE HOLDING."; : GOSUB530 : FOR T = 3 TO O : IF
  P(T)=1000 P(T)=6 : NEXT : Y1=4 : GOTO170 ELSE NEXT : Y1=4 : GO
  TO170
940 IF N = 19 THEN PRINT "IT'S TOO FAT!"; : GOSUB 530 : GOTO 230

950 IF N = 4 OR N = 20 THEN 1140
960 IF N = 21 AND LEFT$(O$(21), 1) = "R" THEN PRINT "IT'S A BIG
  ROCK!"; : GOSUB 530 : GOTO 230
970 IF N = 24 AND Y1 = 14 THEN PRINT "YOU HAVE TO 'CATCH' THEM F
  IRST."; : GOSUB 530 : GOTO 230
980 IF N = 26 THEN PRINT "IT'S UP TOO HIGH!"; : GOSUB 530 : GOTO
   230
990 IF P(N) = 1000 THEN PRINT "YOU HAVE "OS$(3, HM)" ALL READY!"
  ; : GOSUB 530 : GOTO 230
1000 IF P(N) <> Y1 THEN PRINT OS$(1, HM)" NOT HERE."; : GOSUB 53
  0 : GOTO 230
1010 OT = VAL(MID$(O$(N), 5, 2)) : IF OT = 5 THEN PRINT "THERE "
  OS$(2, HM)" TO GET!"; : GOSUB 530 : GOTO 230
1020 IF OT = 6 THEN PRINT OS$(1, HM)" HELD DOWN BY SOMETHING.";
  : GOSUB 530 : GOTO 230
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1030 IF OQ = 5 THEN PRINT "YOU HAVE TOO MUCH ALL READY."; : GOSU
  B 530 : GOTO 230
1040 OQ = OQ + 1 : P(N) = 1000 : PRINT "YOU GET "OS$(3, HM); : G
  OSUB 530 : GOTO 180
1050 PRINT "YOU HAVE: "; : FOR T = 1 TO O : IF P(T) <> 1000 THEN
   NEXT T : GOTO 1090
1060 FOR N = 7 TO LEN(O$(T)) : N$ = MID$(O$(T), N, 1) : IF N$ =
  "*" THEN 1100 ELSE PRINT N$;
1070 IF POS(0) = 60 THEN GOSUB 530
1080 NEXT N : NEXT T
1090 GOSUB 530 : GOTO 230
1100 IF POS(0) > 58 THEN GOSUB 530 : NEXT T : GOTO 1090 ELSE PRI
  NT "    "; : NEXT T : GOTO 1090
1110 '
1120 IF P(N) <> 1000 THEN PRINT "YOU DON'T HAVE "OS$(3, HM)"!";
  : GOSUB 530 : GOTO 230
1130 OQ = OQ - 1 : P(N) = Y1 : PRINT "YOU DROP "OS$(3, HM)"."; :
   GOSUB 530 : GOTO 180
1140 IF N = 7 THEN 930
1150 IF N = 6 THEN O$(N) = "PEN 02PEN*IT'S A PEN!" : GS = 1
1160 IF N = 21 AND LEFT$(O$(21), 1) = "R" THEN O$(21) = "CHES02C
  HEST*IT'S A TREASURE CHEST. BUT IT'S LOCKED." : GS = 1
1170 IF N <> 18 THEN 1220 ELSE IF P(18) <> Y1 AND P(18) <> 1000
  THEN 1210
1180 PRINT "FULL FATHOM FIVE THY FATHER LIES;"; : GOSUB 530 : PR
  INT "OF HIS BONES ARE CORAL MADE;";
1190 GOSUB 530 : PRINT "THOSE WERE PEARL'S THAT WERE HIS EYES.";
   : GOSUB 530 : PRINT "NOTHING OF HIME THAT DOTH FADE"; : GOSUB
   530
1200 PRINT "BUT DOTH SUFFER A SEA CHANGE."; : GOSUB 530 : PRINT
  "INTO SOMETHING RICH AND STRANGE..."; : GOSUB 530 : GOTO 230
1210 '
1220 IF P(N) <> Y1 AND P(N) <> 1000 THEN PRINT OS$(1, HM)" NOT H
  ERE."; : GOSUB 530 : GOTO 230
1230 FOR T = 7 TO LEN(O$(N)) : IF MID$(O$(N), T, 1) <> "*" THEN
  NEXT
1240 FOR X = T + 1 TO LEN(O$(N)) : PRINT MID$(O$(N), X, 1); : IF
   POS(0) = 60 THEN : GOSUB 530 : NEXT ELSE NEXT
1250 GOSUB 530
1260 IF GS = 1 THEN GS = 0 : GOTO 180 ELSE 230
1270 IF N = 11 AND Y1 = 7 AND P(5) = - 1 THEN PRINT "YOU'VE UNCO
  VERED SOMETHING"; : GOSUB 530 : P(5) = 7 : GOTO 170
1280 IF N = 14 AND P(24) <> Y1 PRINT "THEY'RE NOT HERE."; : GOSU
  B 530 : GOTO 230
1290 IF N = 14 AND OQ = 5 PRINT "YOU HAVE TOO MUCH ALL READY.";
  : GOSUB 530 : GOTO 230
1300 IF N = 14 AND P(14) <> 1000 THEN PRINT "YOU DON'T HAVE THAT
  ."; : GOSUB 530 : GOTO 230
1310 IF N = 11 AND Y1 = 7 PRINT "YOU'VE BROKEN ENOUGH ALL READY.
  "; : GOSUB 530 : GOTO 230
1320 IF N = 14 THEN OQ = OQ + 1 : P(24) = 1000 : PRINT "O.K."; :
   GOSUB 530 : GOTO 170
1330 PRINT "IT DOESN'T WORK."; : GOSUB 530 : GOTO 230
1340 IF N = 15 THEN 1400
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1350 IF Y1 <> 10 THEN PRINT "YOU CAN'T DO THAT HERE!"; : GOSUB 5
  30 : GOTO 230
1360 IF N <> 16 AND N <> 9 THEN PRINT "YOU CAN'T "V$ " "OS$(3, H
  M)"!"; : GOSUB 530 : GOTO 230
1370 IF P(6) <> 1000 OR LEFT$(O$(6), 1) = "F" THEN PRINT "YOU DO
  N'T HAVE ANYTHING TO MARK THE MAP WITH!"; : GOSUB 530 : GOTO 2
  30
1380 IF CS = 0 THEN PRINT "YOU MARK A COURSE TO A NEAR ISLAND IN
   THE EAST."; : GOSUB 530 : CS = 1 : O$(9) = "MAP 06MAP ON TABL
  E*STUCK DOWN WITH TACKS. IT NOW HAS A COURSE PLOTTED." : GOTO
  230
1390 PRINT "YOU'VE DONE THAT ALL READY."; : GOSUB 530 : GOTO 230

1400 IF Y1 < 8 OR Y1 > 13 THEN PRINT "YOU CAN'T DO THAT HERE!";
  : GOSUB 530 : GOTO 230 ELSE IF CS = 0 THEN PRINT "YOU HAVE NO
  COURSE!"; : GOSUB 530 : GOTO 230
1410 IF CS = 1 THEN CS = 2 : MT = 10 : P(19) = 15
1420 IF CS = 2 THEN RD$(8, 2) = "110001DO14OC14NO09SO10WA14ST09"
   : P(7) = - 1 : CS = 3 : PRINT "O.K."; : GOSUB 530 : P(1) = 14
   : GOTO 230
1430 IF CS = 3 THEN RD$(8, 2) = "110001NO09ST09UN02DO01OC01RO10S
  O10" : P(7) = 11 : CS = 2 : PRINT "O.K."; : P(1) = 1 : GOSUB 5
  30 : GOTO 230
1440 IF Y1 <> 8 THEN 1480
1450 IF P(N) <> 1000 THEN PRINT "YOU DON'T HAVE "OS$(3, HM)".";
  : GOSUB 530 : GOTO 230
1460 IF N <> 5 THEN PRINT "OK... NOTHING HAPPENS."; : OQ = OQ -
  1 : GOSUB 530 : P(N) = Y1 : GOTO 180
1470 P(5) = - 1 : PRINT "THE DOG TAKES THE BONES AND RUNS OFF SO
  MEWHERE."; : OQ = OQ - 1 : GOSUB 530 : P(4) = - 1 : RD$(8, 2)
  = "110001NO09ST09UN02OC01RO10SO10DO01" : GOTO 170'
1480 IF N <> 24 OR Y1 <> P(19) OR P(N) <> 1000 THEN 1520
1490 OQ = OQ - 1 : PRINT "THE MANATEE TAKES THE FISH. WHEN HE OP
  ENS HIS MOUTH,SOMETHING"; : GOSUB 530
1500 PRINT "FALLS OUT."; : GOSUB 530 : FOR T = 1 TO O : IF P(T)
  = - 2 THEN P(T) = Y1 : NEXT ELSE NEXT '
1510 P(19) = - 1 : P(24) = - 1 : PRINT "THE MANATEE GOES OFF"; :
   GOSUB 530 : GOTO 170
1520 IF P(N) <> 1000 THEN PRINT "YOU DON'T HAVE "OS$(3, HM)".";
  : GOSUB 530 : GOTO 230 ELSE PRINT "OK... NOTHING HAPPENS."; :
  OQ = OQ - 1 : GOSUB 530 : P(N) = Y1 : GOTO 180
1530 IF N = 7 THEN 930
1540 IF N = 3 AND Y1 = 7 THEN PRINT "WITH WHAT, I.E. " CHR$(34)"
  WITH FEATHER" CHR$(34); : GOSUB 530 : GOTO 230
1550 IF N = 3 THEN PRINT "IT'S NOT HERE."; : GOSUB 530 : GOTO 23
  0
1560 PRINT "YOU CAN'T BREAK THAT."; : GOSUB 530 : GOTO 230
1570 IF N <> 21 THEN PRINT "YOU CAN'T OPEN "OS$(3, HM); : GOSUB
  530 : GOTO 230
1580 IF MID$(O$(21), 7, 1) = "O" THEN PRINT "IT'S OPEN ALL READY
  !"; : GOSUB 530 : GOTO 230
1590 IF P(21) <> 1000 AND P(21) <> Y1 THEN PRINT "IT'S NOT HERE.
  "; : GOSUB 530 : GOTO 230
1600 IF P(22) <> 1000 THEN PRINT "IT'S LOCKED AND YOU DON'T HAVE
   ANYTHING TO OPEN IT WITH!"; : GOSUB 530 : GOTO 230
```

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1610 PRINT "O.K."; : GOSUB 530 : O$(21) = "CHES03OPEN CHEST*IT'S
  FULL OF GEMS." : GOTO 170
1620 IF VN = 18 OR VN = 19 OR VN = 20 THEN PRINT "DON'T BE SO DE
 STRUCTIVE!"; : GOSUB 530 : GOTO 230
1630 IF VN <> 22 THEN 1650 ELSE PRINT CHR$(34); : FOR X = 1 TO L
 EN(I2$) : IF MID$(I2$, X, 1) <> " " THEN NEXT : PRINT CHR$(34)
  ; : GOSUB 530 : GOTO 230
1640 FOR T = X + 1 TO LEN(I2$) : PRINT MID$(I2$, T, 1); : NEXT :
  PRINT CHR$(34); : GOSUB 530 : GOTO 230
1650 IF VN = 30 AND N = 28 AND P(28) = 1000 THEN P(N) = - 1 : PR
 INT "YOU FEEL SICK."; : GOSUB 530 : GOTO 180
1660 IF VN = 30 AND N = 28 AND P(28) = Y1 THEN P(28) = - 1 : PRI
 NT "YOU FEEL SICK."; : GOSUB 530 : GOTO 180
1670 IF VN = 35 AND Y1 = 8 THEN PRINT "THERE IS NO ROPE."; : GOS
 UB 530 : GOTO 230
1680 IF VN = 35 THEN PRINT "THERE IS NOTHING TO LOWER HERE."; :
 GOSUB 530 : GOTO 230
1690 IF VN = 36 THEN N = 15 : GOTO 1340
1700 IF VN = 37 THEN PRINT "LA LA LA DEE DA..."; : GOSUB 530 : G
 OTO 230
1710 IF VN = 30 AND N = 28 THEN PRINT "THAT'S NOT HERE!"; : GOSU
 B 530 : GOTO 230
1720 IF VN = 30 THEN PRINT "IT WOULD BE FOOLISH TO EAT "OS$(3, H
 M)"!"; : GOSUB 530 : GOTO 230
1730 IF VN = 38 AND Y1 = 8 AND P(4) = 8 THEN PRINT "IF HE'S HUNG
 RY 'GIVE' HIM SOMETHING."; : GOSUB 530 : GOTO 230
1740 IF VN = 38 AND Y1 = P(19) THEN PRINT "IF IT'S HUNGRY 'GIVE'
  IT SOMETHING."; : GOSUB 530 : GOTO 230
1750 PRINT "THERE'S NOTHING TO 'FEED' HERE."; : GOSUB 530 : GOTO
  230
1760 IF Y1 <> 24 THEN PRINT "YOU CAN'T DO THAT HERE."; : GOSUB 5
 30 : GOTO 230 ELSE 1780
1770 OQ = OQ - 1 : TS = TS + 1 : P(N) = - 1 : PRINT "SCORE:"TS"T
 REASURES."; : GOSUB 530 : GOTO 230
1780 IF N = 21 THEN 1820
1790 IF N = 0 THEN PRINT "STORE WHAT?"; : GOSUB 530 : GOTO 230
1800 IF VAL(MID$(O$(N), 5, 2)) <> 3 THEN PRINT OS$(1, HM)" NOT A
  TREASURE!"; : GOSUB 530 : GOTO 230
1810 IF P(N) <> 1000 THEN PRINT "YOU CAN'T STORE SOMETHING YOU D
 ON'T HAVE!"; : GOSUB 530 : GOTO 230
1820 IF MID$(O$(21), 7, 1) <> "O" THEN PRINT "YOU'RE NOT SURE IT
 'S A TREASURE, IT COULD BE FULL OF DIRT!"; : GOSUB 530 : GOTO
 230 ELSE 1770
1830 IF N = 17 THEN PRINT "IT'S TOO BIG TO CATCH."; : GOSUB 530
1840 IF N = 4 THEN PRINT "YOU TRY BUT IT BITES YOU."; : GOSUB 53
 0 : GOTO 230
1850 IF N <> 24 THEN PRINT "YOU CAN'T CATCH "OS$(3, HM)"."; : GO
 SUB 530 : GOTO 230
1860 IF Y1 <> P(24) THEN PRINT "THOSE ARE NOT HERE."; : GOSUB 53
 0 : GOTO 230
1870 PRINT "WITH WHAT I.E. WITH FEATHER."; : GOSUB 530 : GOTO 23
 0
1880 PRINT STRING$(14, 176) : PRINT CHR$(191)"1)NEW GAME  " CHR$
 (191) : PRINT CHR$(191)"2)SAVED GAME" CHR$(191) : PRINT STRING
 $(14, 131)
```

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1890 A$ = INKEY$ : IF A$ = "" THEN 1890 ELSE IF A$ = "2" THEN 20
  00 ELSE IF A$ <> "1" THEN 1890
1900 CLS : PRINT "              LOST SHIP ADVENTURE"
1910 PRINT "WHILE DIVING FOR TREASURE IN THE CARIBBEAN, YOU COME
   ACROSS A"
1920 PRINT "LONG LOST PIRATE SHIP, ADRIFT FOR YEARS. TO MOVE YOU
  RSELF AND"
1930 PRINT "'DROP CAT'. JUST SAY WHAT SOUNDS SENSIBLE. TO GET A
  LIST OF"
1940 PRINT "WHAT YOU HAVE, SAY 'INVENTORY' OR PRESS -SHIFT- -I-.
   PRESS -^-
1950 PRINT "TO    SAVE THE GAME ON TAPE. GOOD LUCK!
                 -PRESS ENTER-"
1960 IF INKEY$ <> CHR$(13) THEN 1960 ELSE 130
1970 GOSUB 530 : PRINT "PREPARE TO FOR SAVING."; : GOSUB 530 : A
  $ = INKEY$ : FOR T = 1 TO 500 : NEXT : PRINT "AND PRESS ENTER.
  "; : GOSUB 530
1980 IF INKEY$ <> CHR$(13) THEN 1980 ELSE IF D1 = 1 THEN CMD"T
1990 PRINT # - 1, O$(6), O$(9), O$(21), RD$(8, 2) : FOR T = 1 TO
   O STEP 4 : PRINT#-1, P(T), P(T + 1), P(T + 2), P(T + 3) : NEX
  T : PRINT#-1, OQ, Y1, AL, CS, MT, TS : RUN
2000 PRINT "PREPARE TAPE FOR LOADING OF DATA, AND THEN PRESS -EN
  TER-."
2010 IF INKEY$ <> CHR$(13) THEN 2010
2020 FOR T = 1 TO R : READ RD$(T, 1), RD$(T, 2) : NEXT : FOR T =
   1 TO O : READ O$(T), P : NEXT
2030 FOR T = 1 TO R : READ DH$ : RD$(T, 2) = DH$ + RD$(T, 2) : N
  EXT : IF D1 = 1 THEN CMD"T
2040 INPUT#-1, O$(6), O$(9), O$(21), RD$(8, 2) : FOR T = 1 TO O
  STEP 4 : INPUT#-1, P(T), P(T + 1), P(T + 2), P(T + 3) : NEXT :
   INPUT#-1, OQ, Y1, AL, CS, MT, TS : CLS
2050 PRINT@ 0, "<" STRING$(22, "-")"LOST SHIP ADVENTURE" STRING$
  (21, "-")">" : GOTO 170
```

Chapter Nine

Spider Mountain

byTeri Li

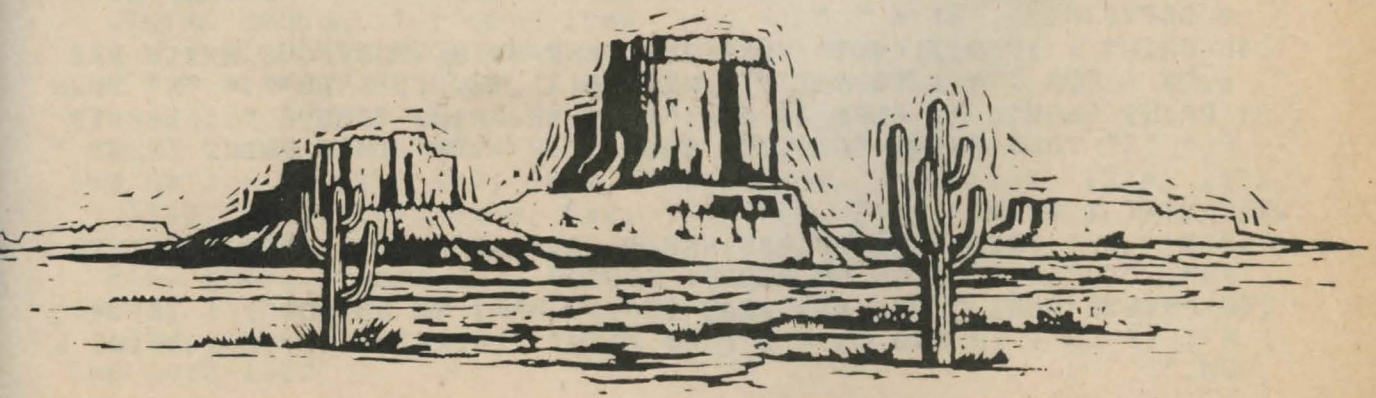
About the author

Teri Li wrote Spider Mountain and Lost Dutchman's Gold almost back to back in the early days of commercial adventure. If one examines the two programs it is easy to see that the same structure was used in both. However, the map paths are profoundly different.

Spider Mountain and Dutchman's Gold were the cornerstone on which The Programmer's Guild's nine unit adventure line was founded. They were introduced to the marketplace at a time when BASIC was a dirty word insofar as adventure was concerned.

Of all the programs in this book, these two are probably the easiest to modify to the reader's own intentions. They have already been translated to the Apple computer and Dutchman has been translated for the Atari computer.

Author Li has been active in software, as well as being a well published technical writer for various computer magazines. His outside interests include motorcycling, photography, cats and a passion for science fiction, especially Star Trek and Doctor Who. He plans to eventually become a full-time freelance writer.



```
10 CLS : CLEAR 950 : DEFINT A - L, U - Z : DEFSTR M - T : DIM N(
  7), O(32, 3), R(46) : M = STRING$(63, "=") : POKE 16553, 255 :
   B = 0 : IN = B : LN = 100 : X1 = B : X2 = B : T = ""
20 M1 = T : M2 = T : QM = T : U = B : U1 = B : IM = 2 : XA = 5 :
   XB = XA : XC = B : XD = IM : GOSUB 1870 : ON ERROR GOTO 1860
  : FOR L = B TO 29 : FOR I = B TO 7 : READ N(I) : NEXT I, L
30 FOR I = B TO 32 : READ O(I, 0), O(I, 1), O(I, 2) : O(I, 3) =
  "" : NEXT I : FOR I = B TO 46 : READ R(I) : NEXT : L = 1 : PRI
  NT CHR$(28); : PRINT@ 448, "" : GOSUB 1900
40 IF L < 13 OR (CL > 0 AND (O(12, 3) = "1" OR O(12, 2) = STR$(L
  ))) THEN 80 ELSE PRINT@ 0, "ITS TOO DARK TO SEE!!"; CHR$(30) :
   IF L > 13 THEN PRINT "YOU HEAR A STRANGE NOISE!"
50 GOTO 260
60 T = "OK" : RETURN
70 B = 1 : PRINT "  YOU SEE: "; CHR$(30); : PRINT : RETURN
80 Z1 = Z1 + 1 : IF CL = 1 THEN LN = LN - 1 : IF LN < 1 THEN CL
  = 0
90 RESTORE : IF L <> L1 THEN FOR L1 = 0 TO L : FOR I = 0 TO 7 :
  READ N(I) : NEXT I, L1 : L1 = L
100 B = 0 : PRINT@ 0, CHR$(30) : PRINT : PRINT : PRINT : PRINT :
   PRINT : PRINT@ 64, "YOU ARE "N(0)"."; : FOR J = 0 TO 32 : IF
  J = 22 THEN 140 ELSE IF VAL(O(J, 2)) <> L THEN 180 ELSE IF B =
   0 GOSUB 70
110 IF O(J, 3) = "-7" OR O(J, 3) = "-2" THEN PRINT "BURNED ";
120 IF J = 1 THEN IF VAL(O(J, 2)) = L THEN IF O(J, 3) = "" THEN
  PRINT "UNTIED "; ELSE IF O(J, 3) = "-9" THEN PRINT "DEAD ";
130 IF O(J, 3) = "-3" THEN PRINT "SMASHED ";
140 IF B = 0 GOSUB 70
150 IF O(J, 3) = STR$(L) THEN PRINT "DEAD ORC. "; : IF VAL(O(J,
  2)) <> L THEN 180 ELSE ELSE IF VAL(O(J, 2)) <> L THEN 180
160 IF CL = 1 AND J = 12 THEN PRINT "LIT ";
170 PRINT O(J, 0)". ";
180 NEXT J : IF U1 = 1 AND L = 6 THEN PRINT "OPEN TRAP DOOR. ";

190 IF N(1) = "" THEN PRINT : GOTO 240 ELSE IF B = 0 THEN GOSUB
  70
200 IF L = 22 THEN IF U = 0 THEN PRINT "LOCKED "; ELSE PRINT "UN
  LOCKED ";
210 IF L = 21 THEN IF U = 1 THEN PRINT "OPEN "; ELSE PRINT "SEAL
  ED ";
220 IF L = 21 THEN PRINT "OAK DOOR. ";
230 PRINT N(1); "." : IF (L = 21 OR L = 22) AND U = 0 THEN N(2)
  = LEFT$(N(2), 3) + " "
240 PRINT : IF N(2) = "" THEN 260 ELSE PRINT "OBVIOUS EXITS ARE
  : "; : FOR I = 1 TO 4 : P = MID$(N(2), I, 1) : IF P = "N" THEN
   PRINT "NORTH "; ELSE IF P = "S" THEN PRINT "SOUTH "; ELSE IF
  P = "E" THEN PRINT "EAST "; ELSE IF P = "W" THEN PRINT "WEST "
  ;
250 NEXT : PRINT
260 B = 0 : PRINT M : IF ABS(VAL(O(22, 2)) - L) = 1 THEN PRINT@
  960, "THERE'S NOISE UP AHEAD, SOUNDS LIKE ORCS"
270 PRINT@ 960, "          WHAT DO YOU WANT TO DO NOW"; : INPUT Q
  M : IF LN < 10 AND CL = 1 THEN PRINT "YOURE TORCH IS BURNING L
  OW."
```

```
280 IF O(1,3) = "1" AND (QM = "DISMOUNT" OR QM = "GET DOWN") THE
  N J = 1 : IN = IN + 1 : GOSUB 1000 : GOTO 1560
290 IF QM = "SAVE" OR QM = "SAVE GAME" THEN INPUT "ARE YOU SURE"
  ; QM : IF LEFT$(QM, 1) <> "Y" THEN 1560 ELSE 2020
300 IF QM <> "SCORE" THEN 320 ELSE IF L <> 6 THEN T = "YOU CAN'T
  , YOU'RE IN THE WRONG LOCATION !" : GOTO 1560 ELSE Z = 0 : FOR
   I = 14 TO 17 : IF O(I, 2) = " 6" THEN Z = Z + 1
310 NEXT : PRINT "YOU HAVE"Z"TREASURES, TOTALING"(Z/4) * 100"%"
  : IF Z = 4 THEN PRINT "YOU MADE IT !!!" : GOTO 1770 ELSE T = "
  YOU MISSED SOME OF THE TREASURE." : GOTO 1560
320 IF CL = 0 AND L = 26 AND O(6, 3) <> "1" AND O(4, 3) <> "1" T
  HEN 330 ELSE 340
330 PRINT "OH NO!
YOU'VE BEEN ATTACKED BY SHELOB, GUARDIAN OF SPIDER MOUNTAIN
 HER VENOM IS A POWERFUL NEUROTOXIN
YOU'RE DEAD." : GOTO 1820
340 IF QM = "HELP" THEN X = VAL(N(3)) : ON X GOSUB 1680, 1690, 1
  700, 1710, 1720, 1730, 1740, 1750, 1760 : GOTO 40
350 X1 = LEN(QM) : IF X1 < 3 THEN T = "WHAT?" : GOTO 1560 ELSE F
  OR X2 = 3 TO X1 : M1 = MID$(QM, X2, 1) : IF M1 <> CHR$(32) THE
  N NEXT X2 : X2 = X1
360 P=LEFT$(QM,3) : IF X2<>X1 AND X2+3>X1 THEN 460 ELSE FOR I =
  0 TO 42 : IF P<>R(I) THEN NEXT : IF X1=X2 THEN T="WHAT?" : GOT
  O1560 ELSE T="SORRY, BUT YOU CANNOT "+LEFT$(QM,X2) : IF X2<X1
  THEN T=T+RIGHT$(QM,X1-X2) + "." : GOTO1560 ELSE T=T+"." : GOTO
  1560
370 IF I < 8 AND X1 = X2 THEN ON I + 1 GOSUB 1640, 1640, 1640, 1
  820, 510, 1650, 1570, 1630 : GOTO 1560
380 M1 = MID$(QM, X2 + 1, 3) : FOR J = 0 TO 32 : IF M1 = LEFT$(O
  (J, 0), 3) THEN 470 ELSE NEXT J : IF M1 = "OAK" AND U = 1 THEN
   N(4) = "21" ELSE IF I = 36 THEN 630
390 IF N(1)<>"" THEN Z=1 : A=Z : X1=LEN(N(1)) : FOR X2 = 5 TO X1
   : IF MID$(N(1),X2,1)<>CHR$(46) AND X2<>X1 THEN NEXT ELSE M2=M
  ID$(N(1),Z,3) : IF M2<>M1 THEN Z=X2+2 : A=A+1 : NEXT X2 ELSE B
  =A : IF I=10 THEN PRINT"YOU SEE NOTHING SPECIAL." : GOTO90 ELS
  E470
400 FOR X = 43 TO 46 : IF M1 = R(X) THEN 490 ELSE NEXT
410 IF O(4, 3) = "1" OR O(6, 3) = "1" THEN IF I = 23 AND M1 = "S
  EL" THEN PRINT "OK" : GOTO 1820
420 IF I = 32 GOSUB 560 : GOTO 1560
430 IF I = 33 GOSUB 600 : GOTO 1560
440 IF I = 35 THEN IF ABS(VAL(O(22, 2)) - L) = 1 THEN T = "I THI
  NK THERE ARE ORCS NEAR HERE!" : GOTO 1560 ELSE T = "YOU HEAR N
  OTHING UNUSUAL." : GOTO 1560
450 T = "I DON'T KNOW WHAT YOU WANT." : GOTO 1560
460 T = "I MUST BE DUMB, I DON'T UNDERSTAND YOU." : GOTO 1560
470 IF I < 9 THEN 490 ELSE IF J < 33 THEN B = VAL(O(J, 2)) : IF
  B <> L AND B > 0 THEN 1550 ELSE ELSE J = 29
480 ON I - 8 GOSUB 900, 1030, 1030, 1030, 900, 1330, 1330, 1330,
   1330, 1490, 1490, 900, 530, 530, 760, 740, 750, 620, 840, 870
  , 880, 540, 540, 560, 600, 900, 1330, 630, 1330, 1320, 1000, 1
  010, 1000, 1830
490 IF I < 9 THEN ON I + 1 GOSUB 660, 660, 660, 1820, 510, 660,
  1570, 1630, 1000
500 GOTO 1560
```

```
510 IF O(3, 3) <> "1" THEN 1550 ELSE PRINT "OK" : IF VAL(O(17, 2
  )) = - L THEN T = "THERE'S SOMETHING BURIED HERE !" : O(17, 2)
   = STR$(L) ELSE T = "THERE'S NOTHIN' HERE!"
520 RETURN
530 IF J <> 13 THEN 740 ELSE IF O(J,3) <> "" THEN T = "ITS BROKE
  N." : RETURN : ELSE IF I = 21 THEN T = "NOTHING HAPPENED." : R
  ETURN : ELSE IF I = 22 AND O(J,2) = "6" THEN T = "SOMETHING IS
   HAPPENING!!!" : U1 = 1 : RETURN
540 IF J = 3 OR J = 4 OR J = 6 OR J = 8 OR J = 9 OR J = 11 OR J
  = 12 OR J = 13 OR J = 19 OR J = 27 OR J = 28 THEN O(J, 3) = "-
  3" : GOTO 60 ELSE 730
550 T = "ITS ALREADY UNLOCKED." : RETURN
560 IF L = 22 THEN IF U = 0 THEN IF O(10, 3) = "1" THEN U = 1 :
  GOTO 60 ELSE 1550 ELSE 550
570 IF L = 26 THEN IF U1 = 0 THEN IF O(10, 3) = "1" THEN U1 = 1
  : RETURN ELSE 1550 ELSE 550
580 IF O(1, 3) = "1" THEN IF O(0, 3) = "2" THEN O(0, 3) = "" : O
  (0, 2) = STR$(L) : GOTO 60 ELSE 730
590 IF CL = 1 AND O(12, 3) = "1" THEN CL = 0 : GOTO 60
600 IF L = 22 AND U = 1 THEN U = 0 : GOTO 60
610 GOTO 730
620 IF VAL(O(22,2)) <> L OR O(9,3) <> "1" THEN 1000 ELSE PRINT "
  THEY TOOK THE AMBROSIA," : IF RND(10) < 2 THEN PRINT "BUT KILL
  ED YOU ANYWAY." : GOTO 1820 ELSE PRINT "AND RAN OFF." : IN = I
  N - 1: O(9,2) = "" : O(9,3) = "" : O(22,2) = STR$(RND(25)) : R
  ETURN
630 IF M1 = "YOH" PRINT "EVERYTHING SPINS AROUND AND SUDDENLY...
  .
YOU'RE DEAD!!" : GOTO 1820
640 IF M1 = "HOM" AND O(17, 3) = "1" THEN L = 1 : PRINT "OK
HOME." : T = "THERE IS A BRIGHT FLASH OF LIGHT..." : GOTO 1560
650 GOSUB 60 : T = T + "
" + RIGHT$(QM, X1 - X2) + "." : GOTO 1560
660 IF B <> 0 THEN L = VAL(N(B + 3)) : IF O(1,3) = "1" AND L = 6
   THEN T = "THE BURDENBEAST WON'T GO." : L = L1 : RETURN ELSE I
  F L = 22 AND U = 0 THEN L = L1 : GOTO 1550 ELSE IF L = 21 AND
  U = 0 THEN L = L1 : GOTO 1550 ELSE 740
670 IF U1 = 1 AND L = 6 AND M1 = "TRA" THEN L = 10 : GOTO 60
680 IF U1 = 1 AND M1 = "TRA" AND L = 10 THEN L = 6 : RETURN
690 FOR X1 = 1 TO 4 : M2 = MID$(N(2), X1, 1) : IF M2 <> LEFT$(M1
  , 1) THEN NEXT X1 ELSE : FOR X2 = 43 TO 46 : IF M1 <> R(X2) TH
  EN NEXT X2 ELSE L = VAL(N(X1 + 3)) : IF L <> 0 THEN 740
700 IF M2 <> LEFT$(M1, 1) THEN NEXT X1 ELSE : FOR X2 = 43 TO 46
  : IF M1 <> R(X2) THEN NEXT X2 ELSE L = VAL(N(X1 + 3)) : IF L <
  > 0 THEN 740
710 IF L = 28 THEN L = 29 : RETURN
720 IF L = 29 THEN L = 28 : RETURN
730 T = "SORRY, BUT YOU CAN'T DO THAT." : RETURN
740 B = 0 : GOTO 60
750 IF L = 6 AND J = 32 THEN U1 = 0 : GOTO 740
760 IF O(4, 3) <> "1" AND O(6, 3) <> "1" THEN 1000
770 INPUT "WITH WHAT"; QM : QM = LEFT$(QM, 3) : IF QM = "WEA" TH
  EN IF XC = 1 THEN XC = 0 ELSE T = "ITS NOT LOADED!!" : RETURN
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```
780 IF QM = "HAN" THEN IF XD > 0 THEN XD = XD - 1 ELSE T = "ITS
  NOT LOADED!" : RETURN
790 IF J <> 1 THEN 810 ELSE IF O(J, 3) = "1" THEN Z = 99 ELSE Z
  = 0
800 O(J, 3) = "-9" : O(1, 2) = STR$(L) : IF Z = 99 THEN IN = IN
  - 1
810 IF J=22 THEN O(22,3)=STR$(L) : PRINT" NICE SHOT! YOU HIT ONE
   OF THEM BETWEEN THE EYES." : IF RND(10)<3 PRINT"BUT HIS COMRA
  DES ATTACKED AND
KILLED YOU INSTANTLY.

" : GOTO 1820 ELSE O(22,2)=STR$(RND(29)) : T = "THE REST, THE CO
  WARDS, RAN OFF." : RETURN
820 IF J = 9 THEN T = "YOU HIT ONE." : RETURN
830 GOTO 60
840 IF O(18, 3) <> "1" THEN 1550 ELSE IF J = 4 OR (J > 5 AND J <
   11) OR (J > 14 AND J < 18) OR J = 22 OR J = 25 OR J = 29 OR J
   > 30 THEN 730 ELSE O(J, 3) = "-7" : O(J, 2) = STR$(L)
850 IF O(0, 3) = "-7" THEN O(0, 2) = STR$(L) : FOR J = 5 TO 21 :
   IF O(J, 2) = "-1" THEN O(J, 3) = "-7" : NEXT ELSE NEXT
860 GOTO 740
870 IF J <> 12 THEN 840 ELSE IF O(J, 3) <> "1" OR O(18, 3) <> "1
  " THEN 840 ELSE CL = 1 : GOTO 60
880 IF J = 9 THEN T = "WHEEEEEE !
YOU GOT PLASTERED AND LOST A DAY." : IF CL = 1 THEN LN = LN - 10
   : RETURN ELSE RETURN
890 GOTO 730
900 IF J < 33 THEN B = VAL(O(J, 2)) : IF O(J, 3) <> "2" AND B <>
   L AND B <> - 1 THEN IF J < 22 THEN 1550 ELSE T = "IT'S NOT HE
  RE." : RETURN
910 IF J > 21 OR J = 1 THEN T = "? YOU HAVE NOT THE STRENGTH TO
  DO THAT, SIR KNIGHT." : RETURN
920 IF O(J, 3) = "-7" THEN T = "ITS BURNED UP AND RUINED." : RET
  URN
930 IF IN>4 THEN T="YOU CAN'T, YOUR HANDS ARE FULL." : RETURN :
  ELSE IF O(J,3)="1" THEN PRINT"YOU ALREADY HAVE IT!" : RETURN :
   ELSE IF VAL(O(J,1))<>0 OR I=16 THEN IN=IN+1 : IF O(J,2)="-1"
  THEN IM=IM-1 : O(J,2)="" : O(J,3)="1" ELSE O(J,3)="1" : O(J,2)
  =""
940 IF J <> 13 AND J <> 9 AND J <> 11 AND J <> 2 AND J <> 8 THEN
   60 ELSE IF J = 9 THEN IF O(8, 2) = "-6" THEN O(8, 2) = "6"
950 IF J = 11 THEN IF O(12, 2) = "-8" THEN O(12, 2) = "8"
960 IF J = 2 THEN IF O(18, 2) = "-10" THEN O(18, 2) = "10"
970 IF J = 8 THEN IF O(13, 2) = "-6" THEN O(13, 2) = "6"
980 GOSUB 60 : RETURN
990 IN=IN+1
1000 IF O(J,3) <> "1" THEN T="YOU DON'T HAVE IT!" : RETURN ELSE
  T="OK" : IN = IN - 1 : O(J,3) = "" : O(J,2) = STR$(L) : RETURN

1010 IF O(5,3) <> "1" THEN 1550
1020 GOTO 60
1030 GOSUB 60 : ON J + 1 GOTO 1040, 1070, 1080, 1100, 1110, 1130
  , 1140, 1100, 1160, 1180, 1190, 1100, 1200, 1100, 1100, 1100,
  1100, 1210, 1100, 1230, 1240, 1250, 1260, 1270, 1290, 1300, 11
  00, 1310 : GOTO 1100
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1040 IF VAL(O(0, 3)) < 1 THEN T = "IT IS A WELL WORN DOUBLE CARR
  YSACK
IT APPEARS TO HAVE SOMETHING IN IT,
MAYBE YOU SHOULD GET IT." : RETURN
1050 PRINT "THEY CONTAIN: "; : FOR I = 6 TO 22 : IF O(I, 2) = "-
  1" THEN PRINT O(I, 0)". ";
1060 NEXT : T = "" : RETURN
1070 T = "YOU SEE A FLOP-EARED ILL TEMPERED QUADRUPEDAL ANIMAL."
   : RETURN
1080 T = "IT'S AN OLD TORN SACK." : IF O(18, 2) = "-8" THEN O(18
  , 2) = "8"
1090 RETURN
1100 T = "YOU CAN SEE NOTHING SPECIAL." : RETURN
1110 T = "IT'S A SINGLE SHOT CROSSBOW" : IF XC = 0 THEN T = T +
  ", UNLOADED." ELSE T = T + ", LOADED."
1120 RETURN
1130 IF I = 11 THEN T = "THE RUNES SAY:
THERE'S SOMETHING MAGIC ABOUT HOME." : RETURN ELSE T = "IT SMELL
  S OF CHAOS,
AND APPEARS TO BE MADE OF HUMAN SKIN.
THERE ARE SOME RUNES WRITTEN UPON IT." : RETURN
1140 T = "IT'S A MULTI-SHOT SPRING LOADED DART SHOOTER, WITH" +
  STR$(XD) + " DARTS." : IF XD = 1 THEN T = LEFT$(T, LEN(T) - 2)
   + "."
1150 RETURN
1160 IF O(13, 2) = "-6" THEN T = "THERE'S SOMETHING ELSE HERE TO
  O." : RETURN ELSE T = "YOU SEE" + STR$(XA) + " QUARRELS AND" +
   STR$(XB) + " DARTS."
1170 RETURN
1180 IF O(8, 2) = "-6" THEN T = "THERE APPEARS TO BE SOMETHING B
  EHIND THE BOTTLES." : RETURN ELSE 1100
1190 T = "THERE ARE A SET OF FIVE KEYS,
ON A METAL RING." : RETURN
1200 T = "IT'S AN OLD TORCH.  IT'S BURNED DOWN TO
A MARK THAT SAYS '" + STR$(LN) + "'TURNS LEFT." : RETURN
1210 T = "IT'S A RING OF TELEPORTATION,
THE INSCRIPTION READS
'SAYING THE MAGIC WORD, GETS ONE HOME.'" : RETURN
1220 T = "THERE'S WRITING ON IT." : RETURN
1230 IF O(20, 2) = "-17" THEN O(20, 2) = "17" : T = "ITS A MESSA
  GE !" : RETURN ELSE 1100
1240 IF I = 11 THEN T = "IT SAYS :
BRING TREASURES TO TAVERN,
AND SAY
SCORE." : RETURN ELSE 1220
1250 IF I = 11 THEN T = "IT SAYS :
WATCH FOR MORE R F C ADVENTURES!" : RETURN ELSE 1220
1260 T = "THEY ARE A SAVAGE LOOKING BAND.
AND THEY'VE SEEN YOU." : RETURN
1270 T = "IT'S AN ANCIENT JEWEL ENCRUSTED COFFIN." : IF VAL(O(16
  , 2)) = - 21 THEN T = T + "
 AND ONE JEWEL IS LOOSE !" : O(16, 2) = "21" : U = 0
1280 RETURN
1290 IF O(5, 2) = "-25" THEN O(5, 2) = "1" : T = "THERE'S SOMETH
  IN' HERE !!" : RETURN ELSE 1100
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1300 IF I = 11 THEN T = "IT SAYS DANGER -ORC TERRITORY" : RETURN
   ELSE 1220
1310 IF O(12, 2) = "-6" THEN O(12, 2) = "6" : T = "THERE'S A TOR
  CH HERE!" : RETURN ELSE 1100
1320 IF (J = 4 OR J = 6) AND I = 38 THEN 1420
1330 IF J <> 1 OR VAL(O(1, 3)) < 0 THEN T = "SORRY, BUT THAT'S N
  OT POSSIBLE." : RETURN
1340 IF I = 38 THEN IF O(1, 3) = "" THEN T = " YOU HAVE TA FEED
  'IM FIRST." : RETURN ELSE 1420
1350 IF O(7, 3) = "1" THEN IF I <> 17 THEN T = "NOW, TRY TO RIDE
  /LOAD HIM." : O(1, 3) = "7" : RETURN
1360 ON I - 13 GOTO 1370, 1380, 1390, 1400
1370 T = "YOU'RE TOO SLOW, HE GOT AWAY." : RETURN
1380 T = "THE BURDENBEAST GOT AWAY FROM YOU." : RETURN
1390 T = "TOUGH LUCK, YOU TRIPPED AND THE BURDENBEAST RAN OFF."
  : RETURN
1400 IF O(7, 3) <> "1" THEN T = "TOUGH LUCK. HE THREW YOU OFF."
  : O(3, 3) = "" : O(1, 2) = STR$(RND(5)) : RETURN ELSE IF O(1,
  3) = "7" THEN O(1, 3) = "1" : O(1, 2) = "" : GOSUB 60 : RETURN
   ELSE 1370
1410 GOTO 930
1420 INPUT "WITH WHAT"; QM : IF J = 4 OR J = 6 THEN 1440 ELSE IF
   LEFT$(QM, 3) <> "CAR" T = "IT FELL OFF.
THE BURDENBEAST GOT AWAY." : O(1, 3) = "" : IN = IN - 1 : O(1, 2
  ) = STR$(RND(5)) : RETURN
1430 IF O(0, 3) = "1" THEN O(0, 3) = "2" : IN = IN - 1 : GOTO 74
  0 ELSE 1000
1440 QM = LEFT$(QM, 3) : IF QM = "DAR" OR QM = "QUA" THEN IF O(8
  , 3) <> "1" AND VAL(O(8, 2)) <> L THEN 1000 ELSE 1450 ELSE 730

1450 IF J = 4 AND O(J, 3) = "1" AND QM = "QUA" THEN IF XA > 0 TH
  EN XC = 1 : XA = XA - 1 : GOTO 60 ELSE 1470
1460 IF J = 6 AND O(J, 3) = "1" AND QM = "DAR" THEN IF XD > 0 TH
  EN T = "ITS NOT EMPTY YET." : RETURN ELSE IF XB > 0 THEN XD =
  XB : XB = 0 : GOTO 60 ELSE 1480
1470 T = "WHAT?" : RETURN
1480 T = "YOU DON'T HAVE ANY." : RETURN
1490 IF O(J, 3) <> "1" THEN 1000 ELSE INPUT "ON OR IN WHAT? (I.E
  ., ON TABLE)"; QM : P = LEFT$(QM, 2) : IF P <> "IN" AND P <> "
  ON" THEN T = "HUH?" : RETURN
1500 M1 = MID$(QM, 4, 3) : IF P = "ON" THEN IF "BUR" = M1 THEN 1
  430 ELSE 1000
1510 IF "CAR" = M1 THEN IF O(0,3) <> "1" THEN 900 ELSE IF J < 5
  OR J = 19 OR J = 22 THEN T = "SORRY, IT WON'T FIT." : RETURN E
  LSE IF IM>6 THEN T="THE " + O(0,0) + " ARE FULL." : RETURN ELS
  E O(J,2)="-1" : O(J,3)="" : IN=IN-1 : IM=IM+1 : T="OK" : RETUR
  N
1520 IF "BUR" = M1 THEN T = "YOU GOT KICKED !" : RETURN
1530 IF M1 = "QUA" OR M1 = "DAR" THEN QM = M1 : GOTO 1450
1540 GOTO 730
1550 T = "YOU CAN'T DO THAT... YET!"
1560 PRINT T : T = "" : GOTO 40
1570 PRINT "YOU HAVE WITH YOU : "; : IF IN = 0 AND O(1, 3) <> "1
  " THEN T = "NOTHING." : RETURN
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1580 PRINT : X1 = 0 : IN = 0 : FOR I = 2 TO 22 : IF VAL(O(I, 3))
   <> 1 THEN 1600 ELSE IF CL = 1 AND I = 12 THEN PRINT "LIT ";
1590 PRINT O(I, 0)". "; : IN = IN + 1
1600 NEXT : B = VAL(O(0, 3)) : X1 = B : IF B = 1 THEN PRINT : IN
   = IN + 1 : PRINT O(0, 0)", WHICH CONTAIN: "; : FOR I = 2 TO 2
  2 : IF O(I, 2) = "-1" THEN PRINT O(I, 0)". "; : X1 = 2 : NEXT
  ELSE NEXT : IF X1 <> 2 THEN PRINT "NOTHING!";
1610 IF O(1, 3) = "1" THEN PRINT : PRINT "THE "O(1, 0)", WHICH Y
  OU'RE RIDING. "; : IF B = 2 THEN PRINT "AND IS CARRYING THE CA
  RRY-SACK.";
1620 T = "" : RETURN
1630 IF L = 14 THEN CLS : PRINT CHR$(23) "
YOU HAVE FALLEN 1000 FEET.

YOU LANDED ON SHELOB'S WEB.

YOU ARE DOOMED.
" : GOTO 1820 ELSE IF J = 23 OR J = 32 OR M1 = "P" THEN T = "OK"
   : RETURN ELSE 730
1640 T = "WHERE?" : RETURN
1650 IF L = 25 THEN L = 26
1660 IF L = 26 THEN L = 25
1670 GOTO 60
1680 PRINT "EXAMINING THINGS SOMETIMES HELPS." : RETURN
1690 PRINT "ROADS USUALLY GO PLACES." : RETURN
1700 PRINT "MAYBE THE TRAIL GOES SOMEWHERE." : RETURN
1710 PRINT "BETTER BE CAREFUL, ITS DANGEROUS UP AHEAD." : RETURN

1720 IF VAL(O(1, 2)) = L THEN PRINT "MAYBE THE BURDENBEAST HASN'
  T BEEN FED RECENTLY" : RETURN ELSE GOTO 1680
1730 PRINT "KEEP GOING." : RETURN
1740 PRINT "ITS SLIPPERY, BUT YOU MIGHT BE ABLE TO CLIMB DOWN."
  : RETURN
1750 PRINT "YOU HAVE A DIGTOOL, DON'T YOU?" : RETURN
1760 IF O(17, 3) <> "1" AND U = 0 THEN PRINT "YOU ARE DOOMED, TH
  ERE IS NO WAY OUT." : RETURN ELSE 1680
1770 PRINT : IF Z1 < 88 PRINT "EXCELLENT,";
1780 IF Z1 < 149 AND Z1 > 87 PRINT "WELL DONE,";
1790 IF Z1 > 150 AND Z1 < 200 PRINT "NOT BAD,";
1800 IF Z1 > 199 PRINT "SO-SO,";
1810 PRINT " FINISHED IN ONLY"Z1" MOVES.
"
1820 PRINT@ 960, "PLAY AGAIN"; : INPUT QM : IF LEFT$(QM, 1) = "Y
  " THEN RUN ELSE NEW
1830 IF J = 7 THEN T = "THEY TASTE PRETTY GOOD." : RETURN
1840 IF J = 30 THEN PRINT "OH NO, YOU'VE JUST BEEN POISONED." :
  GOTO 1820
1850 T = "CAN'T DO THAT...
YOU LOSE 3 POINTS ON KARMA !" : RETURN
1860 RESUME 90
1870 PRINT CHR$(23)"### RIDER FANTASY CREATIONS ###"
1880 PRINT TAB(9)"ADVENTURE # 2"
1890 PRINT : PRINT TAB(3) "SPIDER MOUNTAIN ADVENTURE" : PRINT :
  PRINT TAB(5) "WORLD COPYRIGHT  1979" : PRINT TAB(3) "BY BOB LI
  DDIL  &  TERI LI" : PRINT TAB(6) "ALL RIGHTS RESERVED" : RETUR
  N
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1900 PRINT TAB(12) "WELCOME TO THE SPIDER MOUNTAIN ADVENTURE"
1910 PRINT "     I AM YOUR PSYCHIC 6TH SENSE, WISDOM, YOUR GUIDE
   ON THIS"
1920 PRINT "ADVENTURE.  YOU MAY USE TWO WORD COMMANDS TO FIND CL
  UES AND"
1930 PRINT "EXECUTE MOVEMENT.  SUCH WORDS AS " CHR$(34) "GET" CH
  R$(34) ", " CHR$(34) "GO" CHR$(34) ", " CHR$(34) "PUT" CHR$(34
  ) ", " CHR$(34) "DROP" CHR$(34) ", " : PRINT CHR$(34) "SCORE"
  CHR$(34) ", " CHR$(34) "INVENTORY" CHR$(34);
1940 PRINT " AND ABOUT A HUNDRED MORE ARE AVAILABLE TO" : PRINT
  "YOU.  " CHR$(34) "HELP" CHR$(34) " WILL GIVE YOU HINTS";
1950 PRINT " WHEN YOU ARE STUCK.  GOOD LUCK,SIR KNIGHT, ON YOUR
  SPIDER MOUNTAIN QUEST."
1960 INPUT "PRESS ENTER TO CONTINUE.    READY"; A$ : CLS
1970 INPUT "DO YOU WANT TO RESTORE A PREVIOUS GAME"; A$ : IF LEF
  T$(A$, 1) <> "Y" THEN RETURN
1980 INPUT "IS THIS DISK OR TAPE (D/T)"; A$ : IF LEFT$(A$, 1) <>
   "T" THEN 2050
1990 INPUT "IS THE TAPE PLAYER READY"; QM : IF LEFT$(QM, 1) <> "
  Y" THEN RETURN
2000 INPUT#-1, L, CL, LN, IN, U, U1, IM, XA, XB, XC, XD : FOR I
  = 0 TO 32 : INPUT#-1, O(I, 0), O(I, 1), O(I, 2), O(I, 3) : NEX
  T I : RETURN
2010 RETURN
2020 INPUT "IS THIS DISK OR TAPE (D/T)"; A$ : IF LEFT$(A$, 1) <>
   "T" THEN 2080
2030 INPUT "IS THE TAPE RECORDER READY"; QM
2040 IF LEFT$(QM, 1) = "Y" THEN PRINT#-1, L, CL, LN, IN, U, U1,
  IM, XA, XB, XC, XD : FOR I = 0 TO 32 : PRINT#-1, O(I, 0), O(I,
   1), O(I, 2), O(I, 3) : NEXT I : T = "FINISHED WITH SAVE." : G
  OTO 1560
2050 INPUT "IS THE DISK READY"; A$ : IF LEFT$(A$, 1) <> "Y" THEN
   RETURN
2060 INPUT "WHAT IS YOUR NAME"; A$ : OPEN "I", 1, A$ : INPUT# 1,
   L, CL, LN, IN, U, U1, IM, XA, XB, XC, XD : FOR I = 0 TO 32
2070 INPUT# 1, O(I, 0), O(I, 1), O(I, 2), O(I, 3) : NEXT I : CLO
  SE : RETURN
2080 INPUT "IS THE DISK READY"; A$ : IF LEFT$(A$, 1) <> "Y" THEN
   RETURN
2090 INPUT "WHAT IS YOUR NAME"; A$ : OPEN "O", 1, A$ : PRINT# 1,
   L, CL, LN, IN, U, U1, IM, XA, XB, XC, XD : FOR I = 0 TO 32
2100 PRINT# 1, CHR$(34); O(I, 0); CHR$(34), CHR$(34); O(I, 1); C
  HR$(34), CHR$(34); O(I, 2); CHR$(34), CHR$(34); O(I, 3); CHR$(
  34) : NEXT I
2110 T = "FINISHED WITH SAVE" : CLOSE : GOTO 1560
2120 DATA , , , , , , , , , IN A SMALL CAMP, , WNSE, 5, 3, 2, 2, 2
  , IN THE OUTBACK, ROAD. MOUNTAINS. DESERT TERRAIN, WNES, 2, 4,
   2, 2, 2, ON A DIRT PATH
2130 DATA CAMP. ROAD. MOUNTAINS, "EW  ", 1, 1, 4, 2, 2
2140 DATA ON A DIRT ROAD, MOUNTAINS. PATH. DESERT OUTBACK. VILLA
  GE IN THE DISTANCE, NE S, 2, 7, 3, 2, 5, IN AN ABANDONED GRAYL
  OCK VILLAGE
2150 DATA TAVERN, " N  ", 1, 6, 4, , , IN A TAVERN, , W   , 1, 5
  , , ,
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2160 DATA AT THE BASE OF SPIDER MOUNTAIN, ROAD. DESERT, S N , 4,
   4, 2, 8, 2, IN HELL'S GATE PASS, , NS  , 1, 9, 7, ,
2170 DATA IN A NARROW AND TREACHEROUS CREVASSE, UNDERBRUSH, E NS
  , 1, 11, , 12, 8, "IN A VERY, VERY LONG CORRIDOR", , W   , 1,
   26, , ,
2180 DATA BEHIND THE BRUSH, BUSH, " W  ", 1, 8, 9, , , AT THE EN
  TRANCE TO A GORGE, IMPASSABLE LANDSLIDE. BOULDERS, "   S", 1,
   12, 12, 12, 9
2190 DATA AT AN EARTHEN BARRIER WALL, FIRMLY PACKED DIRT, " N  "
  , 8, 13, 15, ,
2200 DATA ON THE EDGE OF A CRUMBLING LEDGE, YOUR LIFE
FLASHING IN FRONT OF YOUR EYES, " S  ", 1, 14, 16, , , IN A WIDE
  NING WALKWAY, DIRT WALL
2210 DATA " SN ", 1, 15, 13, 27,
2220 DATA IN A COBBLESTONE-FLOORED PASSAGE, UNCROSSABLE CHASM, N
  S  , 1, 14, 27, , , IN A LOW CRAWLWAY, VERY LITTLE, " WE ", 1,
   17, 27, 19,
2230 DATA AT A POOL OF CLEAR WATER, STALACTITES. STAGLAGMITES. C
  AVE MOSS, EW  , 1, 17, 19, 18, , IN A HUGE CAVERN, POOL. BOULD
  ERS
2240 DATA "  WE", 1, 18, 19, 17, 29
2250 DATA ON A STAIRCASE, , EW  , 6, 28, 29, , , IN AN ANCIENT C
  RYPT, STATUES, "   N", 9, 21, 21, , 22, AT THE END OF A NARROW
   PASSAGEWAY, OAK DOOR
2260 DATA " N  S", 1, 22, 25, , 21, IN AN OPEN ALCOVE, SMOOTH MA
  RBLE WALLS. DIRT FLOOR, S   , 8, 25, 23, ,
2270 DATA IN A WELL LIT CORRIDOR, ALCOVE, NS  , 6, 23, 25, , , I
  N AN INTERSECTION, CORRIDORS IN FOUR DIRECTIONS, NSEW, 6, 24,
   22, 26, 28
2280 DATA IN A CORRIDOR INCLINING DOWNWARD, INTERSECTION IN THE
  DISTANCE, WE  , 6, 25, 10, ,
2290 DATA AT A 'T' INTERSECTION, DARKENED CORRIDORS, NSE , 1, 16
  , 15, 17, , AT THE TOP OF A STAIRCASE, "STEPS, DUSTY AND WORN"

2300 DATA EW  , 7, 25, 29, , , AT THE BOTTOM OF A STAIRCASE, CAV
  ERN ENTRANCE, EW  , 1, 28, 19, ,
2310 DATA CARRYSACKS, 2, 1, BURDENBEAST, , 1, ROUGH CLOTH BAG, 4
  , 8, DIGTOOL, 4, 12, WEAPON, 4, 11, LEATHER PIECE, 1, -25, HAN
  DWEAPON, 1, -1
2320 DATA BEAST MUNCHIES, 1, -1, BOX OF ASSORTED QUARRELS AND DA
  RTS, 1, -6, AMBROSIA BOTTLES, 2, 6, KEYS, 1, 18, BONES OF RECE
  NT SPIDER VICTIM, 2, 8
2330 DATA TORCH, 2, -6, LEVER, 1, -6, * SACK OF GOLD DUCATS *, 1
  , 19, * MYTHRILL ARMING DOUBLETS *, 1, 14, # JEWEL #, 1, -21,
  # GOLD RING #
2340 DATA 1, -13, MATCHES, 1, -8, LICHEN, 3, 27, NOTE, 1, -17, P
  APER, 1, 6, ORCS, 0, 11
2350 DATA COFFIN, , 21, CAMPFIRE, , 1, SIGN, , 5, BROKEN GLASS,
  , 6, TABLES, , 6, CHAIRS, , 6, ROCKS, , 10, SPIDER WEBS, , 16,
   CACTUS, , 2, TRAP DOOR, , 10
2360 DATA GO , ENT, RUN, QUI, DIG, CLI, INV, JUM, DRO, GET, EXA,
   REA, LOO, MOV, CAT, CHA, LEA, RID, PUT, PLA, PIC, PUS, PUL, S
  HO, OPE, CLO, GIV, BUR, LIG
2370 DATA DRI, BRE, HIT, UNL, LOC, TAK, LIS, SAY, FEE, LOA, UNR,
   FOL, STR, EAT, NOR, SOU, EAS, WES
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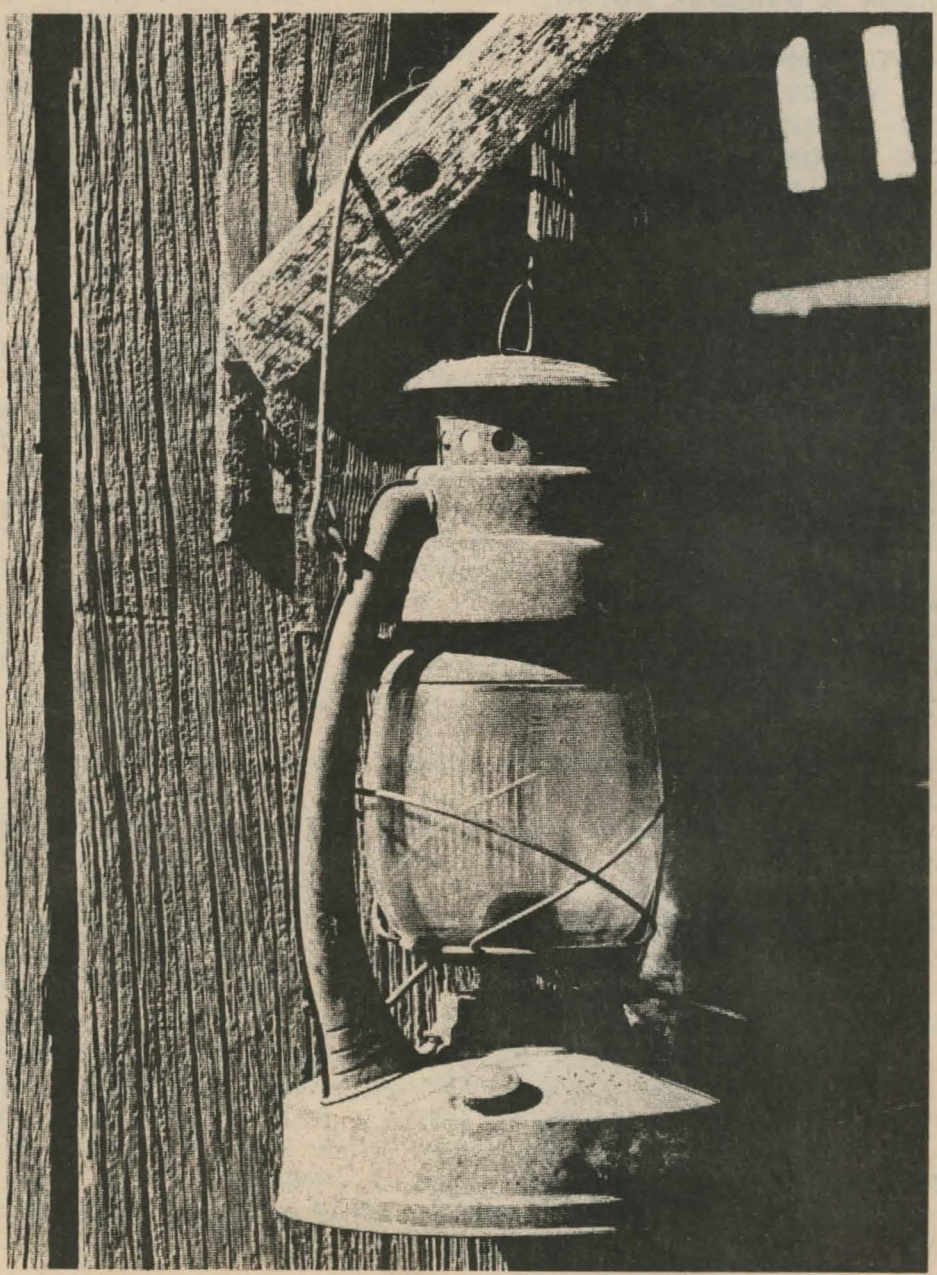
Chapter Ten

Lost Dutchman's Gold

by Teri Li



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10 CLS : CLEAR 1000 : DEFINT A - L, U - Z : DEFSTR M - T : DIM N
  (7), O(32, 3), R(46) : M = STRING$(63, "=") : POKE 16553, 255
  : B = 0 : IN = B : LN = 50 : LM = LN : : X1 = B : X2 = B : T =
   "" : M1 = T : M2 = T : QM = T : U = B : U1 = B : IM = 2
20 GOSUB 2090
30 ON ERROR GOTO 2080
40 FOR L = B TO 26 : FOR I = B TO 7 : READ N(I) : NEXT I, L
50 FOR I = B TO 32 : READ O(I, 0), O(I, 1), O(I, 2) : O(I, 3) =
  "" : NEXT I
60 FOR I = B TO 46 : READ R(I) : NEXT
70 L = 1
80 PRINT CHR$(28) : PRINT@ 448, "" : GOSUB 2120
90 IF L < 15 OR (CL > 0 AND (O(12, 3) = "1" OR O(12, 2) = STR$(L
  ))) THEN 130 ELSE PRINT@ 0, "IT'S TOO DARK TO SEE!!"; CHR$(30)
   : IF L = 15 THEN IF O(6,3) <> "1" AND O(4,3) <> "1" THEN PRIN
  T "YOU HEAR A STRANGE NOISE!"
100 GOTO 340
110 T = "OK" : RETURN
120 B = 1 : PRINT "  YOU SEE :"; CHR$(30) : PRINT : RETURN
130 IF CL = 1 THEN LN = LN - 1 : IF LN < 1 THEN CL = 0
140 RESTORE : FOR L1 = 0 TO L : FOR I = 0 TO 7 : READ N(I) : NEX
  T I,L1 : L1 = L
150 B = 0 : PRINT@ 0, CHR$(30) : PRINT : PRINT : PRINT : PRINT :
   PRINT
160 PRINT@ 64, "YOU ARE "N(0)"."; : FOR J = 0 TO 32 : IF VAL(O(J
  , 2)) <> L THEN 230 ELSE IF B = 0 GOSUB 120
170 IF O(J, 3) = "-7" OR O(J, 3) = "-2" THEN PRINT "BURNED ";
180 IF J = 1 THEN IF VAL(O(1, 2)) = L THEN IF O(1, 3) = "" THEN
  PRINT "UNTIED "; : ELSE IF O(1, 3) = "-9" THEN PRINT "DEAD ";

190 IF O(J, 3) = "-3" THEN PRINT "SMASHED ";
200 IF L = 26 AND J = 32 THEN IF U1 = 0 THEN PRINT "LOCKED "; :
  ELSE PRINT "UNLOCKED ";
210 IF CL = 1 AND J = 12 THEN PRINT "LIT ";
220 PRINT O(J, 0)". ";
230 NEXT J
240 IF U1 = 1 AND L = 1 THEN PRINT "OPEN TRAP DOOR. ";
250 IF N(1) = "" THEN PRINT : GOTO 310 ELSE IF B = 0 THEN GOSUB
  120
260 IF L = 16 THEN IF U = 0 THEN PRINT "LOCKED "; : ELSE PRINT "
  UNLOCKED ";
270 IF L = 17 THEN IF U = 1 THEN PRINT "UNLOCKED "; : ELSE PRINT
   "BLOCKED ";
280 PRINT N(1); "."
290 IF L = 17 AND U = 0 THEN N(2) = " " + RIGHT$(N(2), 3)
300 IF L = 16 AND U = 1 THEN N(2) = "E" + RIGHT$(N(2), 3)
310 PRINT : IF N(2) = "" THEN 340
320 PRINT "OBVIOUS EXITS ARE : "; : FOR I = 1 TO 4 : P = MID$(N(
  2), I, 1) : IF P = "N" THEN PRINT "NORTH "; ELSE IF P = "S" TH
  EN PRINT "SOUTH "; ELSE IF P = "E" THEN PRINT "EAST "; ELSE IF
   P = "W" THEN PRINT "WEST ";
330 NEXT : PRINT
340 B = 0 : PRINT M
350 IF L = 9 AND O(22, 2) = "11" THEN PRINT@ 960, "THAR'S NOISE
  UP AHEAD - - SOUNDS LIKE INJUNS."
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360 IF L = 9 AND O(22, 2) = "" THEN O(22, 2) = "11"
370 PRINT@ 960, "      WHAT DO YOU WANT TO DO NOW"; : INPUT QM
380 IF LN < 10 AND CL = 1 THEN PRINT "YOU'RE RUNNIN' LOW ON KERO
  SENE."
390 IF QM = "SAVE" OR QM = "SAVE GAME" THEN INPUT "ARE YOU SURE"
  ; QM : IF LEFT$(QM, 1) <> "Y" THEN 1630 ELSE 2270
400 IF QM <> "SCORE" THEN 450
410 IF L <> 6 THEN T = "YOU CAN'T, YOU'RE IN THE WRONG LOCATION
  !" : GOTO 1630 : ELSE Z = 0 : FOR I = 14 TO 17 : IF O(I, 2) =
  " 6" THEN Z = Z + 1
420 NEXT
430 PRINT "YOU HAVE"Z"TREASURES, TOTALING"(Z/4) * 100"%"
440 IF Z = 4 THEN PRINT "YOU MADE IT!!!" : FOR I = 1 TO 500 : NE
  XT : FOR I = 1 TO 100 : PRINT@ RND(1023), "YOU MADE IT !!!!" :
   NEXT : GOTO 2050 : ELSE T = "YOU MISSED SOME OF THE TREASURE.
  " : GOTO1630
450 IF CL = 0 AND L = 15 AND O(6, 3) <> "1" AND O(4, 3) <> "1" T
  HEN PRINT "OH NO!
YOU'VE BEEN BITTEN BY A RATTLESNAKE.

YOU'RE DEAD." : GOTO 2050
460 IF L = 17 AND U = 1 THEN IF RND(9) < 2 THEN PRINT " ! ! ! CA
  VE-IN ! ! !
THE IRON DOOR IS BLOCKED,
YOU CAN'T GET OUT ! !" : U = 0
470 IF QM = "HELP" THEN X = VAL(N(3)) : ON X GOSUB 1890, 1900, 1
  910, 1920, 1930, 1940, 1950, 1960 : GOTO 90
480 X1 = LEN(QM) : IF X1 < 3 THEN T = "WHAT?" : GOTO 1630 : ELSE
   FOR X2 = 3 TO X1 : M1 = MID$(QM, X2, 1) : IF M1 <> CHR$(32) T
  HEN NEXT X2 : X2 = X1
490 P = LEFT$(QM,3): IF X2<>X1 AND X2+3>X1 THEN 580 ELSE FOR I =
   0 TO 42: IF P<>R(I) THEN NEXT: IF X1=X2 THEN T="WHAT?" : GOTO
   1630 ELSE T="SORRY, BUT YOU CANNOT "+LEFT$(QM,X2) : IF X2<X1
  THEN T=T+RIGHT$(QM,X1-X2)+"." : GOTO 1630 ELSE T=T+"." : GOTO
  1630
500 IF I < 8 AND X1 = X2 THEN ON I + 1 GOSUB 1720, 1720, 1720, 2
  050, 630, 1730, 1640, 1710 : GOTO 1630
510 M1 = MID$(QM, X2 + 1, 3) : FOR J = 0 TO 32 : IF M1 = LEFT$(O
  (J, 0), 3) THEN 590 ELSE NEXT J : IF M1 = "IRO" THEN 550 ELSE
  IF I = 36 THEN 780
520 IF N(1)<>"" THEN Z=1 : A=Z : X1=LEN(N(1)) : FOR X2 = 5 TO X1
   : IF MID$(N(1),X2,1)<>CHR$(46) AND X2<>X1 THEN NEXT ELSE M2=M
  ID$(N(1),Z,3) : IF M2<>M1 THEN Z=X2+2 : A=A+1 : NEXT X2 ELSE B
  =A : IF I=10 THEN PRINT"YOU SEE NOTHING SPECIAL.": GOTO 140 EL
  SE 590
530 FOR X = 43 TO 46 : IF M1 = R(X) THEN 610 ELSE NEXT
540 IF O(4, 3) = "1" OR O(6, 3) = "1" THEN IF I = 23 AND M1 = "S
  EL" THEN PRINT "OK" : GOTO 2050
550 IF I = 32 GOSUB 690 : GOTO 1630
560 IF I = 33 GOSUB 730 : GOTO 1630
570 T = "I DON'T KNOW WHAT YOU WANT." : GOTO 1630
580 T = "I MUST BE DUMB, I DON'T UNDERSTAND YOU." : GOTO 1630
590 IF I < 9 THEN 610 ELSE IF J < 33 THEN B = VAL(O(J, 2)) : IF
  B <> L AND B > 0 THEN 1620 ELSE ELSE J = 29
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600 ON I - 8 GOSUB 1030, 1140, 1140, 1140, 1030, 1440, 1440, 144
  0, 1440, 1550, 1550, 1030, 650, 650, 900, 890, 890, 770, 960,
  990, 1000, 670, 670, 690, 730, 1030, 760, 780, 1440, 1430, 109
  0, 1100, 1550, 2060
610 IF I < 9 THEN ON I + 1 GOSUB 800, 800, 800, 2050, 630, 800,
  1640, 1710, 1090
620 GOTO 1630
630 IF O(3,3)<>"1" THEN 1620 ELSE PRINT"OK" : FOR I = 13 TO 17 :
   IF VAL(O(I,2))=-L THEN T=" - - EUREKA!  WE STRUCK GOLD ?!? ?
  !" : O(I,2)=STR$(L) ELSE NEXT : T="DAG NAB IT! THERE'S NOTHIN'
   HERE!"
640 RETURN
650 IF J<>23 THEN 890 ELSE IF L=14 THEN O(23,2)="15" ELSE IF L=1
  5 THEN O(23,2)="16" ELSE IF L=16 AND U=1 THEN O(23,2)="17" ELS
  E IF L=17 THEN O(23,2)="19" ELSE IF L=19 THEN O(23,2)="23" : O
  (23,3) = "-3"
660 GOTO 110
670 IF J = 3 OR J = 4 OR J = 6 OR J = 8 OR J = 9 OR J = 11 OR J
  = 12 OR J = 13 OR J = 19 OR J = 27 OR J = 28 THEN O(J, 3) = "-
  3" : GOTO 110 : ELSE 880
680 T = "ITS ALREADY UNLOCKED." : RETURN
690 IF L = 16 THEN IF U = 0 THEN IF O(10, 3) = "1" THEN U = 1 :
  GOTO 110 : ELSE 1620 : ELSE 680
700 IF L = 26 THEN IF U1 = 0 THEN IF O(10, 3) = "1" THEN U1 = 1
  : RETURN : ELSE 1620 : ELSE 680
710 IF O(1, 3) = "1" THEN IF O(0, 3) = "2" THEN O(0, 3) = "" : O
  (0, 2) = STR$(L) : GOTO 110 : ELSE 880
720 IF CL = 1 AND O(12, 3) = "1" THEN CL = 0 : GOTO 110
730 IF (L = 16 OR L = 17) AND U = 1 THEN U = 0 : GOTO 110
740 IF L = 26 AND U1 = 1 THEN U1 = 0 : GOTO 110
750 GOTO 880
760 T = "YOU CAN HEAR NOTHING SPECIAL." : RETURN
770 IF L <> 11 OR O(9, 3) <> "1" THEN 1090 ELSE PRINT "THEY TOOK
   THE FIRE WATER,
AND RAN OFF." : IN = IN - 1 : O(9, 2) = "" : O(9, 3) = "" : O(22
  , 2) = "" : RETURN
780 IF M1 = "YOH"T = "SORRY, YOU'RE IN THE WRONG ADVENTURE.
TURKEY!" : GOTO 1630
790 GOSUB 110 : T = T + "
" + RIGHT$(QM, X1 - X2) + "." : GOTO 1630
800 IF B <> 0 THEN L = VAL(N(B + 3)) : IF O(1,3) = "1" AND (L =
  1 OR L = 6 OR L = 15) THEN T = "THE MULE WON'T GO." : L = L1 :
   RETURN ELSE IF L = 17 AND U = 0 THEN L = L1 : GOTO 1620 ELSE
  IF L1 = 26 AND L = 1 AND U1 = 0 THEN L = L1 : GOTO 1620 ELSE 8
  90
810 IF U1 = 1 AND L = 1 THEN L = 26 : GOTO 110
820 IF U1 = 1 AND M1 = "TRA" AND L = 26 THEN L = 1 : RETURN
830 FOR X1 = 1 TO 4 : M2=MID$(N(2),X1,1) : IF M2<>LEFT$(M1,1) TH
  EN NEXT X1 ELSE FOR X2 = 43 TO 46 : IF M1<>R(X2) THEN NEXT X2
  ELSE L=VAL(N(X1+3)) : IF L<>0 THEN 890
840 IF L = 23 THEN T = "ITS TOO SLIPPERY." : RETURN
850 IF L = 25 THEN L = 26 : RETURN
860 IF L = 26 THEN L = 25 : RETURN
870 IF L = 19 THEN L = 23 : T = "WOW, ALMOST SLIPPED AND FELL."
  : RETURN
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880 T = "SORRY, BUT YOU CAN'T DO THAT." : RETURN
890 B = 0 : GOTO 110
900 IF O(4, 3) <> "1" AND O(6, 3) <> "1" THEN 1090 ELSE IF J <>
  1 THEN 930 ELSE IF O(J, 3) = "1" THEN Z = 99 ELSE Z = 0
910 O(J, 3) = "-9" : O(1, 2) = STR$(L)
920 IF Z = 99 THEN IN = IN - 1
930 IF J = 22 THEN PRINT "YOU HIT ONE OF'UM.

BUT THE REST KILLED YOU." : GOTO 2050
940 IF J = 9 THEN T = "YOU HIT ONE." : RETURN
950 GOTO 110
960 IF O(18, 3) <> "1" THEN 1620 ELSE IF J = 4 OR (J > 5 AND J <
   11) OR (J > 14 AND J < 18) OR J = 22 OR J = 25 OR J = 29 OR J
   > 30 THEN 880 ELSE O(J, 3) = "-7" : O(J, 2) = STR$(L)
970 IF O(0, 3) = "-7" THEN O(0, 2) = STR$(L) : FOR J = 5 TO 21 :
   IF O(J, 2) = "-1" THEN O(J, 3) = "-7" : NEXT : ELSE NEXT
980 GOTO 890
990 IF J <> 12 THEN 960 ELSE IF O(J, 3) <> "1" OR O(18, 3) <> "1
  " THEN 960 ELSE CL = 1 : GOTO 110
1000 IF J = 13 THEN PRINT "YECH !
ITS KEROSENE.
YOU JUST POISONED YOURSELF." : GOTO 2050
1010 IF J = 9 THEN T = "WHEEEEEE!
YOU GOT PLASTERED AND LOST A DAY." : IF CL = 1 THEN LN = LN - 10
   : RETURN : ELSE RETURN
1020 GOTO 880
1030 IF J < 33 THEN B = VAL(O(J, 2)) : IF O(J, 3) <> "2" AND B <
  > L AND B <> - 1 THEN IF J < 22 THEN 1620 ELSE T = "IT'S NOT H
  ERE." : RETURN
1040 IF J > 21 OR J = 1 THEN T = "? JUST WHO DO YOU THINK YOU AR
  E, PAUL BUNYON?
YOU'RE NOT STRONG ENOUGH." : RETURN
1050 IF O(J, 3) = "-7" THEN T = "ITS BURNED UP AND RUINED." : RE
  TURN
1060 IF IN>4 THEN T="YOU CAN'T, YOUR HANDS ARE FULL." : RETURN E
  LSE IF O(J,3)="1" THEN PRINT"YOU ALREADY HAVE IT!" : RETURN EL
  SE IF VAL(O(J,1))<>0 OR I=16 THEN IN=IN+1 : IF O(J,2)="-1" THE
  N IM=IM-1 : O(J,2)="" : O(J,3)="1" ELSE O(J,3)="1" : O(J,2)=""

1070 IF J<>9 AND J<>11 AND J<>2 THEN 110 ELSE IF J=9 THEN IF O(8
  ,2)="-6" THEN O(8,2)="6" ELSE RETURN ELSE IF J=11 THEN IF O(12
  ,2)="-8" THEN O(12,2)="8" ELSE RETURN ELSE IF J=2 THEN IF O(18
  ,2)="-14" THEN O(18,2)="14"
1080 RETURN
1090 IF O(J, 3) <> "1" THEN T = "YOU DON'T HAVE IT !" : RETURN :
   ELSE T = "OK" : IN = IN - 1 : O(J, 3) = "" : O(J, 2) = STR$(L
  ) : RETURN
1100 IF O(5, 3) <> "1" THEN 1620
1110 IF L = 7 THEN L = 8 : GOTO 110
1120 IF L = 12 THEN L = 13 : GOTO 110
1130 GOTO 110
1140 GOSUB 110 : ON J + 1 GOTO 1150, 1180, 1190, 1210, 1220, 123
  0, 1240, 1210, 1210, 1250, 1260, 1270, 1280, 1290, 1210, 1210,
   1210, 1210, 1210, 1310, 1320, 1330, 1340, 1350, 1360, 1370, 1
  210, 1380, 1210, 1210, 1210, 1390, 1210
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1150 IF VAL(O(0, 3)) < 1 THEN T = "THEY ARE AN OLD PAIR OF LEATH
  ER SADDLEBAGS.
THEY APPEAR TO HAVE SOMETHING IN THEM,
MAYBE YOU SHOULD GET'UM." : RETURN
1160 PRINT "THEY CONTAIN "; : FOR I = 6 TO 22 : IF O(I, 2) = "-1
  " THEN PRINT O(I, 0)". ";
1170 NEXT : T = "" : RETURN
1180 T = "YOU SEE AN OLD, WEARY GREY MULE." : RETURN
1190 T = "IT'S AN OLD TORN SACK." : IF O(18, 2) = "-14" THEN O(1
  8, 2) = "14"
1200 RETURN
1210 T = "YOU CAN SEE NOTHING SPECIAL." : RETURN
1220 T = "IT'S AN OLD WINCHESTER SINGLE-SHOT." : RETURN
1230 T = "IT APPEARS TO BE A MAP TO THE LOST DUTCHMAN MINE,
THERE'S A DRAWING OF SOME BOULDERS." : RETURN
1240 T = "NOTHING SPECIAL, JUST A LOADED SIX-SHOOTER." : RETURN

1250 IF O(8, 2) = "-6" THEN T = "THERE APPEARS TO BE SOMETHING B
  EHIND THE BOTTLES." : O(8, 2) = "6" : RETURN : ELSE 1210
1260 T = "THERE ARE THREE KEYS,
TIED TOGETHER WITH A LEATHER STRAP." : RETURN
1270 IF O(12, 2) = "-8" THEN T = "IT LOOKS LIKE THERE'S GLASS UN
  DER 'UM." : O(12, 2) = "8" : RETURN : ELSE 1210
1280 T = "ITS AN OLD KEROSENE LANTERN.  THE KEROSENE LEVEL
IS BESIDE A MARK THAT SAYS '" + STR$(LN) + "'TURNS LEFT." : RETU
  RN
1290 IF I = 11 THEN T = "IT SAYS 'KEROSENE'." : RETURN
1300 T = "THERE'S WRITING ON IT." : RETURN
1310 IF O(20, 2) = "-17" THEN O(20, 2) = "17" : T = "ITS A MESSA
  GE !" : RETURN : ELSE 1210
1320 IF I = 11 THEN T = "IT SAYS :
BRING TREASURES TO SALOON,
AND SAY
SCORE." : RETURN : ELSE 1300"
1330 IF I = 11 THEN T = "IT SAYS :
WATCH FOR OTHER RIDER FANTASY CREATIONS ADVENTURES!" : RETURN :
  ELSE 1300
1340 T = "THEY ARE A SAVAGE LOOKING BAND.
AND THEY'VE SEEN YOU." : RETURN
1350 T = "ITS JUST AN OLD EMPTY ORE CART." : RETURN
1360 IF O(5, 2) = "-25" THEN O(5, 2) = "1" : T = "THERE'S SOMETH
  IN' HERE !!" : RETURN : ELSE 1210
1370 IF I = 11 THEN T = "IT SAYS :
WELCOME TO
FRONTIERTOWN." : RETURN : ELSE 1300
1380 IF O(10, 2) = "-6" THEN O(10, 2) = "6" : T = "THERE'S A SET
   OF KEYS THERE!" : RETURN : ELSE 1210
1390 B = RND(3) : ON B GOTO 1400, 1410, 1420
1400 T = "ITS A BARREL CACTUS." : RETURN
1410 T = "ITS A CHOLLA CACTUS." : RETURN
1420 T = "ITS A SAGUARO CACTUS." : RETURN
1430 IF J = 4 AND I = 38 THEN 1520
1440 IF J <> 1 OR VAL(O(1, 3)) < 0T = "SORRY, BUT THAT'S NOT POS
  SIBLE." : RETURN
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1450 IF I = 38 THEN IF O(1, 3) = "" THEN T = "TENDERFOOT! YOU HA
  VE'TA LEAD 'IM FIRST." : RETURN : ELSE 1520
1460 IF O(1, 3) = "1" THEN 1090 ELSE IF O(7, 3) = "1" THEN IF I
  <> 16T = "TRY LEAD." : RETURN
1470 ON I - 13 GOTO 1480, 1490, 1500, 1510
1480 T = "YOU'RE TOO SLOW, HE GOT AWAY." : RETURN
1490 T = "THE MULE GOT AWAY FROM YOU." : RETURN
1500 IF O(7,3)<>"1" THEN T="TOUGH LUCK, YOU TRIPPED AND THE MULE
   RAN OFF." : O(1,3)="" : O(1,2)=STR$(L) : RETURN ELSE IF O(1,3
  )="" THEN 1060 ELSE 1090
1510 T = "THE MULE BUCKED YOU OFF." : RETURN
1520 INPUT "WITH WHAT"; QM : IF J = 4 THEN 1540 ELSE IF LEFT$(QM
  , 3) <> "SAD" THEN T = "IT FELL OFF.
THE MULE GOT AWAY." : O(1, 3) = "" : IN = IN - 1 : RETURN
1530 IF O(0, 3) = "1" THEN O(0, 3) = "2" : IN = IN - 1 : GOTO 89
  0 : ELSE 1090
1540 IF LEFT$(QM, 3) = "BUL" THEN IF O(8, 3) <> "1" OR O(4, 3) <
  > "1" THEN 1090 ELSE 110 ELSE 880
1550 IF O(J, 3) <> "1" THEN 1090 ELSE INPUT "ON OR IN WHAT? (I.E
  . ON TABLE)"; QM : P = LEFT$(QM, 2) : IF P <> "IN" AND P <> "O
  N" THEN T = "HUH?" : RETURN
1560 M1 = MID$(QM, 4, 3)
1570 IF P = "ON" THEN IF "MUL" = M1 THEN 1530 : ELSE IF J = 13 T
  HEN IF LM = 0 THEN T = "ITS EMPTY." : RETURN : ELSE LM = 0 : G
  OTO 1090 : ELSE 1090
1580 IF "SAD"=M1 THEN IF J<5 OR J=19 OR J=22 THEN T="SORRY, IT W
  ON'T FIT." : RETURN ELSE IF IM>4 THEN T="THE " + O(0, 0) + " A
  RE FULL." : RETURN ELSE O(J,2)="-1" : O(J,3)="" : IN=IN-1 : IM
  =IM+1 : T="OK" : RETURN
1590 IF "MUL" = M1 THEN T = "YOU GOT KICKED !" : RETURN
1600 IF "LAN" = M1 THEN IF O(13, 3) = "1" AND O(12, 3) = "1" THE
  N IF LM = 50 THEN LN = LN + 50 : LM = 0 : GOTO 110 : ELSE T =
  "ITS EMPTY!" : RETURN : ELSE 1090
1610 GOTO 880
1620 T = "YOU CAN'T DO THAT... YET!"
1630 PRINT T : T = "" : GOTO 90
1640 PRINT "YOU HAVE WITH YOU : "; : IF IN = 0 AND O(1, 3) <> "1
  " THEN T = "NOTHING." : RETURN
1650 B = VAL(O(0, 3)) : X1 = B : IF B = 1 THEN PRINT : PRINT O(0
  , 0)", WHICH CONTAIN; "; : FOR I = 1 TO 22 : IF O(I, 2) = "-1"
   THEN PRINT O(I, 0)". "; : X1 = 2 : NEXT : ELSE NEXT : IF X1 <
  > 2 THEN PRINT "NOTHING!";
1660 IF O(1, 3) = "1" THEN PRINT : PRINT "THE "O(1, 0)", WHICH Y
  OU'RE LEADING. "; : IF B = 2 THEN PRINT "AND IS CARRYING THE S
  ADDLEBAGS.";
1670 PRINT : X1 = 0 : FOR I = 2 TO 22 : IF VAL(O(I, 3)) < 1 THEN
   1690 ELSE IF CL = 1 AND I = 12 THEN PRINT "LIT ";
1680 PRINT O(I, 0)". ";
1690 NEXT
1700 T = "" : RETURN
1710 IF L = 19 THEN CLS : PRINT CHR$(23)"
YOU HAVE FALLEN 100 FEET.

YOU LANDED ON ROCKS.
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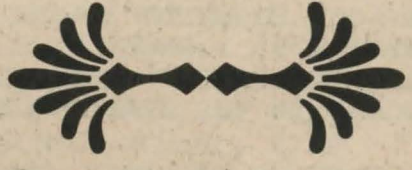
YOU ARE DEAD.
" : GOTO 2050 ELSE IF J = 23 OR J = 32 OR M1 = "P" THEN T = "OK"
   : RETURN : ELSE 880
1720 T = "WHERE?" : RETURN
1730 IF L = 25 THEN L = 26
1740 IF L = 26 THEN L = 25
1750 GOTO 110
1760 DATA , , , , , , , , , , IN A MINER'S SHACK, WINDOW. DOOR, , 1,
   3, 3, , , IN A DESERT, ROAD. MOUNTAINS. DESERT, WNES, 2, 4, 2
  , 2, 2, ON DIRT PATH
1770 DATA MINER'S SHACK. ROAD. MOUNTAINS, " W  ", 5, 1, 4, 2, 2
1780 DATA ON A DIRT ROAD, MOUNTAINS. PATH. DESERT. TOWN IN THE D
  ISTANCE, NE S, 2, 7, 3, 2, 5, IN A GHOST TOWN, SALOON, " N  ",
   1, 6, 4, , , IN A SALOON, , W   , 1, 5, , ,
1790 DATA AT THE BASE OF THE SUPERSTITION MOUNTAINS, ROAD. DESER
  T, S N , 4, 4, 2, 2, 2, AT THE BASE OF WEAVER'S NEEDLE, , NS
  , 1, 9, 7, ,
1800 DATA IN A NARROW DEFILE, BUSHES. CAVES, "  NS", 1, 11, 10,
  12, 8, IN A SMALL CAVE, , E   , 1, 9, , , , BEHIND A BUSH, BUS
  H, W   , 1, 9, , ,
1810 DATA IN A BOX CANYON, BUSHES. TREES. BOULDERS, "   S", 4, 1
  2, 12, 12, 9
1820 DATA IN FRONT OF A PARTIALLY HIDDEN MINE, MINE SHAFT, ESNW,
   8, 14, 12, 12, 12, IN THE ENTRANCE OF A DIMLY LIT MINE, MINE
  SHAFT
1830 DATA EW  , 1, 15, 13, , , IN THE MINE, DARK TUNNEL, EW  , 6
  , 16, 14, ,
1840 DATA AT THE END OF THE TUNNEL, IRON DOOR, " W  ", 1, 17, 15
  , , , IN A LARGE CHAMBER, IRON DOOR, WNES, 1, 16, 19, 18, 20
1850 DATA IN A MAZE OF TUNNELS, , NSEW, 6, 18, 18, 18, 18, IN FR
  ONT OF A PIT, DARK HOLE, " S  ", 7, 23, 17, ,
1860 DATA AT A TUNNEL INTERSECTION, , " SNW", 6, , 22, 17, 21, I
  N A DEAD END TUNNEL, , E   , 8, 20, , , , IN A BLOCKED TUNNEL,
   , N   , 8, 20, , ,
1870 DATA AT THE BOTTOM OF A SHAFT, WALL, S   , 8, 24, , ,
1880 DATA IN A TUNNEL, , NS  , 6, 23, 25, , , AT THE END OF THE
  TUNNEL, LADDER, " N  ", 6, 26, 24, , , AT THE TOP OF LADDER, ,
   , 6, 1, 25, ,
1890 PRINT "TRY EXAMINING THINGS." : RETURN
1900 PRINT "ROADS USUALLY GO PLACES." : RETURN
1910 PRINT "MAYBE THE TRAIL GOES SOMEWHERE." : RETURN
1920 IF O(5, 3) <> "1" THEN PRINT "DO YOU HAVE THE MAP?" : RETUR
  N : ELSE PRINT "TRY 'FOLLOW'." : RETURN
1930 IF VAL(O(1, 2)) = L THEN PRINT "MAYBE THE MULE IS HUNGRY."
  : RETURN : ELSE GOTO 1890
1940 PRINT "KEEP GOING." : RETURN
1950 PRINT "ITS SLIPPERY, BUT YOU MIGHT BE ABLE TO CLIMB DOWN."
  : RETURN
1960 PRINT "THIS IS A MINE, YOU KNOW." : RETURN
1970 DATA SADDLEBAGS, 2, 1, MULE, , 3, BURLAP SACK, 4, 14, SHOVE
  L, 4, 1, RIFLE, 4, 1, MAP, 1, -25, GUN, 1, -1, CARROTS, 1, -1
1980 DATA BOX OF RIFLE BULLETS, 1, -6, WHISKEY BOTTLES, 2, 6, KE
  YS, 1, -6, PILE OF BONES (MINE), 2, 8
1990 DATA LANTERN, 2, -8, JAR OF LIQUID, 1, -11, * SPANISH COINS
   *, 1, -10, * TOURQUOISE *, 1, -23, # SILVER #, 1, -21
```

```
2000 DATA # GOLD #, 1, -22, MATCHES, 1, -14, CRATES, 3, 17, NOTE
  , 1, -17, PAPER, 1, 6, INDIANS, 0, 11
2010 DATA ORE CART, , 14, BED, , 1, SIGN, , 5, BROKEN GLASS, , 6
  , TABLES, , 6, CHAIRS, , 6, ROCKS, , 10, WOODEN RAILS, , 15, C
  ACTUS, , 2, TRAP DOOR, , 26
2020 REM *** COMMAND TABLE ***
2030 DATA GO , ENT, RUN, QUI, DIG, CLI, INV, JUM, DRO, GET, EXA,
   REA, LOO, MOV, CAT, CHA, LEA, RID, PUT, PLA, PIC, PUS, PUL, S
  HO, OPE, CLO, GIV, BUR, LIG, DRI, BRE
2040 DATA HIT, UNL, LOC, TAK, LIS, SAY, FEE, LOA, UNT, FOL, POU,
   EAT, NOR, SOU, EAS, WES
2050 PRINT@ 960, "DO YOU WANT TO PLAY ANOTHER GAME"; : INPUT QM
  : IF LEFT$(QM, 1) = "Y" THEN RUN ELSE NEW
2060 IF J = 7 THEN T = "THEY TASTE PRETTY GOOD." : RETURN
2070 T = "CAN'T DO THAT...
WIERDO!" : RETURN
2080 RESUME 140
2090 PRINT CHR$(23)"### RIDER FANTASY CREATIONS ###"
2100 PRINT TAB(10)"ADVENTURE #1"
2110 PRINT TAB(3)"THE LOST DUTCHMAN'S GOLD." : PRINT : PRINT TAB
  (5) "WORLD COPYRIGHT  1979" : PRINT TAB(10) "BY  TERI LI" : PR
  INT TAB(6) "ALL RIGHTS RESERVED" : RETURN
2120 PRINT "      WELCOME TO THE SEARCH FOR THE LOST DUTCHMAN'S
  GOLD."
2130 PRINT "I AM THE GHOST OF BACKPACK SAM  -  YOUR GUIDE ON THI
  S ADVENTURE.";
```

```
2140 PRINT "YOU MAY USE TWO WORD COMMANDS TO FIND CLUES AND EXEC
  UTE MOVEMENT";
2150 PRINT "SUCH WORDS AS " CHR$(34) "GET" CHR$(34) ", " CHR$(34
  ) "GO" CHR$(34) ", " CHR$(34) "PUT" CHR$(34) ", " CHR$(34) "DR
  OP" CHR$(34) ", " CHR$(34) "SCORE" CHR$(34) ", " CHR$(34) "INV
  ENTORY" CHR$(34)
2160 PRINT "AND ABOUT A HUNDRED MORE ARE AVAILABLE TO YOU. " CHR
  $(34) "HELP" CHR$(34) " WILL GIVE YOU HINTS WHEN YOU ARE STUCK
  . "
2170 PRINT "GOOD LUCK AND I HOPE YOU DON'T END UP A GHOST LIKE M
  E."
2180 INPUT "       PRESS ENTER TO CONTINUE.    READY"; A$ : CLS

2190 INPUT "DO YOU WANT TO RESTORE A PREVIOUS GAME"; A$ : IF LEF
  T$(A$, 1) <> "Y" THEN RETURN ELSE INPUT "IS THIS TAPE OR DISK"
  ; QM
2200 IF LEFT$(QM, 1) = "T" THEN INPUT "IS THE TAPE PLAYER READY"
  ; QM : ELSE 2220
2210 IF LEFT$(QM, 1) <> "Y" THEN RETURN ELSE INPUT#-1, L, CL, LN
  , IN, LM, U, U1, IM : FOR I = 0 TO 32 : INPUT#-1, O(I, 0), O(I
  , 1), O(I, 2), O(I, 3) : NEXT I : RETURN
2220 IF LEFT$(QM, 1) = "D" THEN INPUT "IS THE DISK READY"; QM :
  ELSE 2260
2230 IF LEFT$(QM, 1) <> "Y" THEN RETURN
2240 INPUT "WHAT IS YOUR NAME"; A$ : OPEN "I", 1, A$ + "/DUT"
2250 INPUT# 1, L, CL, LN, IN, LM, U, U1, IM : FOR I = 0 TO 32 :
  INPUT# 1, O(I, 1), O(I, 2), O(I, 3) : NEXT I : CLOSE : RETURN

2260 RETURN
2270 INPUT "IS THIS TAPE OR DISK"; QM
2280 IF LEFT$(QM, 1) = "T" THEN INPUT "IS THE TAPE RECORDER READ
  Y"; QM : ELSE 2300
2290 IF LEFT$(QM, 1) = "Y" THEN PRINT#-1, L, CL, LN, IN, LM, U,
  U1, IM : FOR I = 0 TO 32 : PRINT#-1, O(I, 0), O(I, 1), O(I, 2)
  , O(I, 3) : NEXT I : T = "FINISHED WITH SAVE." : GOTO 1630
2300 IF LEFT$(QM, 1) = "D" THEN INPUT "IS THE DISK READY"; QM :
  IF LEFT$(QM, 1) <> "Y" THEN GOTO 1630 ELSE INPUT "WHAT IS YOUR
   NAME"; A$ : OPEN "O", 1, A$ + "/DUT" : PRINT# 1, L, CL, LN, I
  N, LM, U, U1, IM : FOR I = 0 TO 32
2310 PRINT# 1, O(I, 1); ","; O(I, 2); ","; O(I, 3) : NEXT I : CL
  OSE : T = "FINISHED WITH SAVE." : GOTO 1630
```



Chapter Eleven

Journey to the Center of the Earth

by Greg Hassett

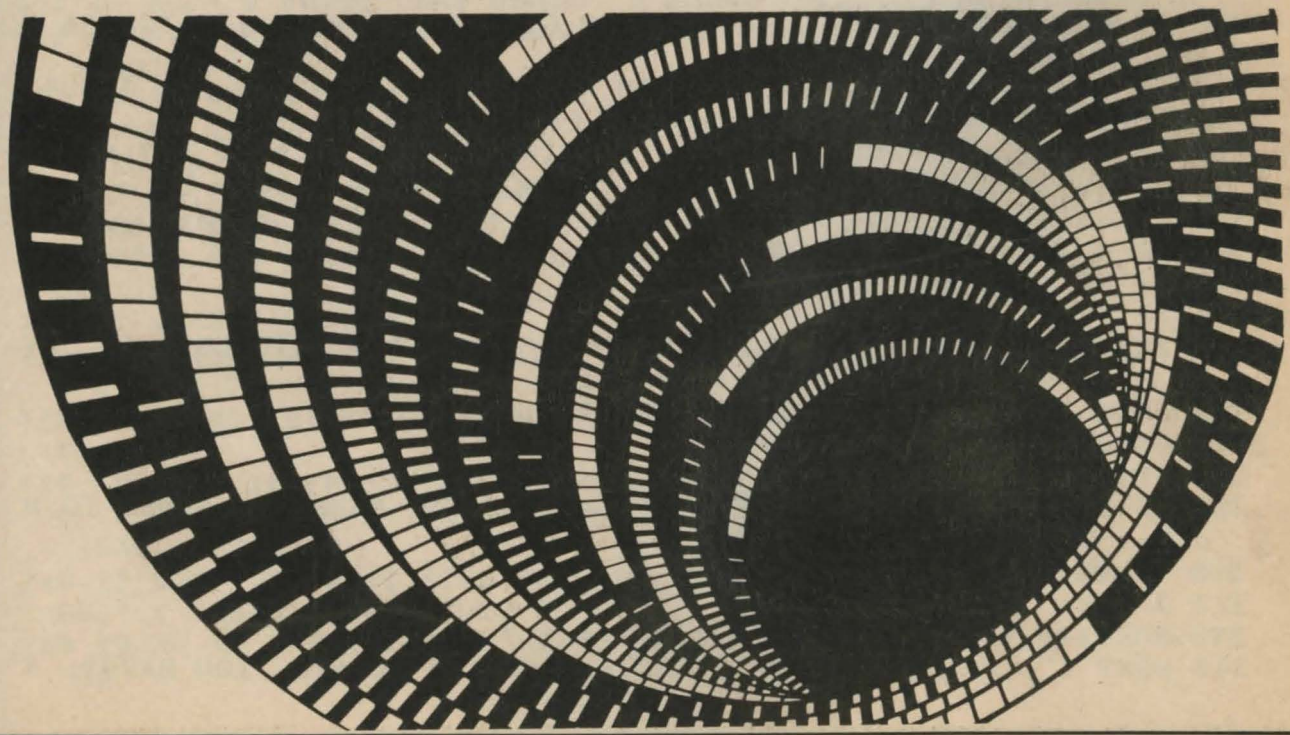
About the author

Greg Hassett is a fifteen year old schoolboy from Chelmsford, Massachusetts. He began writing adventures at the age of twelve, and had his first commercial sale that year. Journey to the Center of the Earth has been a consistent seller over the years.

The following programs trace Greg's progress through the complexities of BASIC. They also state the ease with which he accomplished the ever demanding coding tasks placed before him by his audiences. His last BASIC program, *Enchanted Island*, (not included in this book), served as a springboard into Z-80 machine language, a route taken by many authors of adventure before and after him.

Greg's other interests include *Adventure World*, the mail order adventure house he founded. He also has a high interest in all sports activities. He plans to enter the data processing field after completing his education.

Note: The save game routines of this program are for disk only. Tape routines may be created by modifying lines 490 to 600.



```
10 CLEAR 100 : DEFINT A - Z : CLS : PRINT CHR$(23); "



    JOURNEY TO THE CENTER OF
      THE EARTH ADVENTURE
        BY GREG HASSETT"
20 POKE 16553, 255 : CP = 1 : GOSUB 1850
30 CLS
40 GOSUB 1750 : GOSUB 1640
50 IF CP = 18 AND (VB <> 25 OR NO <> 21) PRINT "HORRORS! THE TRO
  LL THROWS AN AXE AT ME! I AM DEAD" : END
60 IF CP = 18 PRINT M2$ : F5 = 1 : GOSUB 1640
70 IF NO < 23 OR VB > 1 OR NO > 30 THEN 160
80 IF NO <= 26 FD = FD + 1 ELSE FD = - 10000
90 IF NO > 26 NO = NO - 4
100 NO = NO - 22
110 IF CP = 10 AND NO = 1 PRINT "AND FALL INTO THE LAVA??? FAT C
  HANCE!" : GOSUB 1640 : GOTO 70
120 IF CP = 11 AND NO = 2 PRINT "DO YOU KNOW WHAT MOLTEN LAVA IS
  ??? IT'S HOT, THAT'S WHAT!" : GOSUB 1640 : GOTO 70
130 IF CP = 29 AND OB(10, 0) = 29 AND (NO = 4 OR NO = 2) PRINT "
  THE HYDRA WON'T LET ME THROUGH!" : GOSUB 1640 : GOTO 70
140 IF P(CP, NO) = 0 PRINT "I CAN'T GO THAT WAY!" : GOSUB 1640 :
   GOTO 70
150 CP = P(CP, NO) : GOTO 30
160 IF VB <> 2 AND VB <> 20 THEN 240
170 IF NO = 10 AND OB(33, 0) = CP PRINT "IT IS SORT OF HEAVY, YO
  U KNOW." : GOSUB 1640 : GOTO 70
180 IF NO = 0 PRINT "I DON'T KNOW WHAT A "; CHR$(34); NO$; CHR$(
  34); " IS." : GOSUB 1640 : GOTO 70
190 IF OB(NO, 0) <> CP PRINT "I DON'T SEE IT HERE." : GOSUB 1640
   : GOTO 70
200 IF NO = 10 OR NO = 20 PRINT "OH GIVE ME A BREAK!!" : GOSUB 1
  640 : GOTO 70
210 IF OB(NO, 0) = - 1 PRINT "I'M ALREADY CARRYING IT." : GOSUB
  1640 : GOTO 70
220 IF OB(NO, 0) = CP AND NT >= 6 PRINT "I CAN'T CARRY ANY MORE.
   YOU'LL HAVE TO DROP SOMETHING." : GOSUB 1640 : GOTO 70
230 IF OB(NO, 0) = CP PRINT "CHECK." : NT = NT + 1 : OB(NO, 0) =
   - 1 : GOSUB 1640 : GOTO 70
240 IF VB <> 4 AND VB <> 29 THEN 290
250 F3 = 0
260 PRINT "I AM CURRENTLY CARRYING :" : FOR I = 1 TO LO : IF OB(
  I, 0) = - 1 PRINT OB$(I) : F3 = 1
270 NEXT I : IF F3 = 0 PRINT "NOTHING."
280 GOSUB 1640 : GOTO 70
290 IF VB = 3 THEN 30
300 IF NO = 0 AND VB = 0 PRINT "THAT DOESN'T MAKE ANY SENSE TO M
  E." : GOSUB 1640 : GOTO 70
310 IF VB <> 5 THEN 370
320 J = 0
330 FOR I = 1 TO LO : IF OB(I, 0) = 1 J = J + OB(I, 1)
340 NEXT I : PRINT "OUT OF A MAXIMUM OF 175 POINTS, YOU HAVE"; J
```

```
350 IF J = 0 PRINT "BOY, YOU STINK!"
360 GOSUB 1640 : GOTO 70
370 IF VB <> 6 AND VB <> 22 THEN 440
380 IF NO$ <> "EVERYTHING" AND NO$ <> "ALL" THEN 420
390 FOR I = 1 TO LO : IF OB(I, 0) = - 10 B(I, 0) = CP
400 NEXT I : NT = 0
410 PRINT "OKAY." : GOSUB 1640 : GOTO 70
420 IF OB(NO, 0) <> - 1 PRINT "HOW CAN I DROP WHAT I'M NOT HOLDI
  NG???" : GOSUB 1640 : GOTO 70
430 OB(NO, 0) = CP : PRINT "O.K." : NT = NT - 1 : GOSUB 1640 : G
  OTO 70
440 IF VB <> 7 AND VB <> 28 THEN 480
450 IF H$(CP) = "" PRINT "YOU GOT ME INTO THIS MESS, NOW YOU GET
   ME OUT!"
460 PRINT H$(CP) : H$(CP) = ""
470 GOSUB 1640 : GOTO 70
480 IF VB <> 8 THEN 550
490 CLS : PRINT "SAVING..." : OPEN "O", 1, NA$
500 FOR I = 1 TO LO : IF OB$(I) = "" THEN 520
510 PRINT# 1, OB(I, 0)
520 NEXT I
530 PRINT# 1, CP : CLOSE
540 GOTO 30
550 IF VB <> 9 THEN 610
560 CLS : PRINT "LOADING..." : OPEN "I", 1, NA$
570 FOR I = 1 TO LO : IF OB$(I) = "" THEN 590
580 INPUT# 1, OB(I, 0)
590 NEXT I
600 INPUT# 1, CP : CLOSE : GOTO 30
610 IF VB <> 10 THEN 630
620 GOTO 1410
630 IF VB <> 11 THEN 660
640 IF NO = 0 PRINT "SAY WHAT?" : GOSUB 1640 : GOTO 70
650 PRINT "OKAY, IF IT IS REALLY NECESSARY..."; NO$ : GOSUB 1640
   : GOTO 70
660 IF VB <> 12 THEN 700
670 IF NO <> 12 PRINT "I DON'T DO STUPID THINGS." : GOSUB 1640 :
   GOTO 70
680 IF OB(12, 0) <> - 1 PRINT "I DON'T HAVE ANY COKE TO DRINK!"
  : GOSUB 1640 : GOTO 70
690 PRINT M3$ : OB(12, 0) = 0 : OB(13, 0) = - 1 : GOSUB 1640 : G
  OTO 70
700 IF VB <> 13 THEN 770
710 IF OB(31, 0) <> - 1 PRINT "BUT I HAVE NO FOOD!!" : GOSUB 164
  0 : GOTO 70
720 IF OB(NO, 0) <> CP PRINT "I DON'T SEE IT." : GOSUB 1640 : GO
  TO 70
730 IF NO = 10 PRINT "THE HYDRA WHARFS DOWN THE FOOD." : OB(31,
  0) = 0 : OB$(10) = "A GIANT HYDRA RUBBING HIS STOMACH" : GOSUB
   1640 : GOTO 70
740 IF NO = 20 PRINT "THE BUGS IN THESE CAVES ONLY EAT HUMAN FLE
  SH." : GOSUB 1640 : GOTO 70
750 IF NO <> 3 PRINT "YOU CAN'T BE SERIOUS." : GOSUB 1640 : GOTO
   70
```

```
760 PRINT "IT REFUSES TO EAT THE FOOD." : GOSUB 1640 : GOTO 70
770 IF VB <> 14 THEN 850
780 IF NO = 10 AND OB(33, 0) = CP PRINT "THE UNDERTAKER JUST TOO
  K HIM AWAY." : OB(33, 0) = 0 : GOSUB 1640 : GOTO 70
790 IF OB(NO, 0) <> CP AND OB(NO, 0) <> - 1 PRINT "I DON'T SEE I
  T AND I'M NOT HOLDING IT, SO HOW CAN I HIT IT?" : GOSUB 1640 :
   GOTO 70
800 IF NO = 3 PRINT "NO!!! I KIND OF LIKE THE PARROT! POLLY WANT
  A CWAKER?"
810 IF NO = 10 PRINT "OKAY...
THE HYDRA GRUNTS >>DAMN MOSQUITOES<<"
820 IF NO = 20 PRINT "YUCH! I DON'T WANT TO TOUCH IT!!!"
830 IF NO = 3 OR NO = 10 OR NO = 20 GOSUB 1640 : GOTO 70
840 PRINT "OKAY...
OUCH! I HURT MY HAND!" : GOSUB 1640 : GOTO 70
850 IF VB = 15 PRINT "I CAN'T KILL ANYTHING, I'M TOO WEAK. BUT M
  AYBE
IF YOU WERE A BIT MORE SPECIFIC..." : GOSUB 1640 : GOTO 70
860 IF VB <> 16 THEN 950
870 IF OB(33, 0) = CP AND NO = 10 PRINT "IT IS ALREADY BURNED TO
   A CRISP." : GOSUB 1640 : GOTO 70
880 IF OB(6, 0) <> - 1 PRINT "I DON'T HAVE A LIGHTER OR MATCHES!
  !" : GOSUB 1640 : GOTO 70
890 IF NO = 3 PRINT "NEVER!! YOU KNOW SOMETHING, YOU'RE A SADIST
  ." : GOSUB 1640 : GOTO 70
900 IF NO = 10 AND OB(10, 0) = CP THEN OB(10, 0) = 0 : OB(33, 0)
   = CP : PRINT "THE HYDRA CRUMBLES TO THE GROUND DEAD." : GOSUB
    1640 : GOTO 70
910 IF NO = 20 PRINT "THE BUG CANNOT BE BURNED. <GULP>" : GOSUB
  1640 : GOTO 70
920 IF NO = 10 OB(10, 0) = 0
930 PRINT "IT DOESN'T BURN."
940 GOSUB 1640 : GOTO 70
950 IF VB = 17 PRINT "AND JUST WHO DO YOU THINK I AM, ROCKY???"
  : GOSUB 1640 : GOTO 70
960 IF VB = 18 PRINT "I DON'T KNOW HOW TO LIGHT THINGS. IF YOU
WANT ME TO BURN SOMETHING, TELL ME SO!" : GOSUB 1640 : GOTO 70
970 IF VB <> 19 THEN 1060
980 IF NO$ = "COIN" NO$ = "QUARTER" : NO = 7
990 IF NO = 0 PRINT "I DON'K KNOW WHAT ONE IS." : GOSUB 1640 : G
  OTO 70
1000 IF NO = 7 THEN 1020
1010 IF OB(NO, 0) <> - 1 PRINT "I'M NOT HOLDING IT RIGHT NOW." :
   GOSUB 1640 : GOTO 70
1020 IF CP <> 27 PRINT "I DON'T SEE ANY COKE MACHINES HERE." : G
  OSUB 1640 : GOTO 70
1030 IF NO <> 7 PRINT "THAT IS RIDICULOUS." : GOSUB 1640 : GOTO
  70
1040 IF OB(NO, 0) <> - 1 PRINT "I HAVE NO MONEY." : GOSUB 1640 :
   GOTO 70
1050 IF OB(7, 0) = - 1 AND CP = 27 PRINT "ALL RIGHT.   CHIKCLIK
  CHINGGGG!
A COKE POPPED OUT. THERE IS NOW A BOTTLE OF COKE HERE." : OB(7,
  0) = 0 : NT = NT - 1 : OB(12, 0) = 27 : GOSUB 1640 : GOTO 70
```

```
1060 REM
1070 IF VB <> 21 THEN 1150
1080 IF NO <> 18 AND OB(NO, 0) = - 1 PRINT "IT'S KIND OF HEAVY,
  YOU KNOW." : GOSUB 1640 : GOTO 70
1090 IF OB(NO, 0) <> - 1 PRINT "FIRST YOU HAVE TO HELP ME FIND I
  T, DUMMY!" : GOSUB 1640 : GOTO 70
1100 IF CP = 10 OR CP = 11 THEN 1120
1110 PRINT "NOTHING HAPPENED" : GOSUB 1640 : GOTO 70
1120 IF CP = 10 CP = 11 : GOTO 1140
1130 CP = 10
1140 GOTO 30
1150 IF VB = 23 VB = 1 : GOTO 70
1160 IF VB = 24 PRINT "TRY KILL "; NO$ : GOSUB 1640 : GOTO 70
1170 IF VB <> 25 THEN 1200
1180 IF NOC21 PRINT "NOTHING HAPPENED" : GOSUB 1640 : GOTO 70
1190 PRINT "SIR WHAT??? I DON'T UNDERSTAND!" : GOSUB 1640 : GOTO
   70
1200 IF VB <> 26 THEN 1270
1210 IF CP = 1 AND OB(14, 0) = - 1 AND OB(22, 0) = 1 PRINT "OKAY
  !!!" : GOTO 1400
1220 IF CP <> 1 PRINT "I CAN'T." : GOSUB 1640 : GOTO 70
1230 IF VB <> 26 THEN 1270
1240 IF OB(14, 0) <> - 1 PRINT "I CAN'T. I HAVE NO TOOLS." : GOS
  UB 1640 : GOTO 70
1250 PRINT "I CAN'T. I DON'T SEE THE FRIBULATING GONKULATOR
AROUND ME."; : IF OB(22, 0) = - 1 PRINT " I THINK I HAVE TO DROP
   IT FIRST." ELSE PRINT
1260 GOSUB 1640 : GOTO 70
1270 IF VB <> 27 THEN 1350
1280 IF NO = 0 PRINT "WHAT THE DEVIL IS A "; NO$; "??" : GOSUB 1
  640 : GOTO 70
1290 IF NO = 20 OR NO = 10 THEN IF OB(NO, 0) = CP PRINT "YUCH!!!
   I'D NEVER EAT A "; NO$; "!!!" : GOSUB 1640 : GOTO 70
1300 IF NO = 10 AND OB(33, 0) = CP PRINT "WELL...IT'S COOKED NOW
  , BUT IT STILL LOOKS KIND OF GROSS." : GOSUB 1640 : GOTO 70
1310 IF OB(NO, 0) <> - 1 PRINT "I'M NOT HOLDING IT." : GOSUB 164
  0 : GOTO 70
1320 IF NO = 3 AND OB(3, 0) = - 1 PRINT "I'D RATHER NOT. I DON'T
   CARE FOR PARROT MEAT." : GOSUB 1640 : GOTO 70
1330 IF NO = 31 AND OB(31, 0) = - 1 NT = NT - 1 : PRINT "HUMM!
  IT WAS FILET MIGNON, MY FAVORITE DISH." : OB(31, 0) = 0 : GOSU
  B 1640 : GOTO 70
1340 PRINT "I THINK THAT "; OB$(NO); " WOULD GIVE ME INDIGESTION
  ,
AND I DON'T HAVE ANY PEPTO-BISMOL." : GOSUB 1640 : GOTO 70
1350 IF VB <> 30 THEN 1390
1360 IF CP <> 10 AND CP <> 11 PRINT "NOTHING HAPPENED." : GOSUB
  1640 : GOTO 70
1370 PRINT "NICE TRY, BUT THAT'S AN OLD, WORN OUT MAGIC WORD."
1380 GOSUB 1640 : GOTO 70
1390 PRINT "I DON'T KNOW HOW TO DO THAT." : GOSUB 1640 : GOTO 70

1400 FOR I = 1 TO 1000 : NEXT I
1410 CLS : PRINT "OUT OF A MAXIMUM OF 175 POINTS, YOU HAVE SCORE
  D"; : J = 0
```

```
1420 FOR I = 1 TO LO : IF OB(I, 0) = 1 J = J + OB(I, 1)
1430 NEXT I
1440 PRINT J; "POINTS."
1450 IF J = 175 PRINT "ALL OF ADVENTUREDOM GIVES TRIBUTE TO YOU,

ADVENTURER GRANDMASTER!" : END
1460 IF J > 165 PRINT "YOUR SCORE PUTS YOU IN MASTER ADVENTURER
  CLASS A." : END
1470 IF J > 150 PRINT "YOUR SCORE PUTS YOU IN MASTER ADVENTURER
  CLASS B." : END
1480 IF J > 140 PRINT "YOU HAVE REACHED A "; CHR$(34); "JUNIOR M
  ASTER"; CHR$(34); " STATUS" : END
1490 IF J > 120 PRINT "YOU MAY NOW CONSIDER YOURSELF A "; CHR$(3
  4); "SEASONED ADVENTURER"; CHR$(34) : END
1500 IF J > 110 PRINT "YOU HAVE ACHIEVED THE RATING: "; CHR$(34)
  ; "EXPERIENCED ADVENTURER"; CHR$(34); "." : END
1510 IF J > 100 PRINT "YOUR SCORE QUALIFIES YOU AS A NOVICE CLAS
  S ADVENTURER." : END
1520 PRINT "YOU ARE OBVIOUSLY A RANK AMATEUR. BETTER LUCK NEXT T
  IME." : END
1530 PRINT "GADZOOKS!!! A GIANT BUG JUST WALKED IN TO KILL ME!!!
  "
1540 FF = 1
1550 GOSUB 1640
1560 IF NO$ = "SESAME" AND VB$ = "OPEN" PRINT "THE BUG HAS SHRUN
  K TO IT'S PROPER SIZE AND SCURRIED AWAY." : GOTO 1620
1570 IF NO <> 20 OR VB <> 15 PRINT "HELP ME!!! I'M BEING DEVOURE
  D BY A GIANT BUG!!! THE END IS
NEAR! OW!! THIS HURTS!! I'M DYING...DYING...DEAD." : END
1580 IF OB(2, 0) <> - 1 NO = 2 : PRINT "I DON'T HAVE A SWORD!!!"
   : GOTO 1570
1590 IF SW = 8 PRINT "MY SWORD IS DULL, REMEMBER???" : NO = 2 :
  GOTO 1570
1600 PRINT "DING! DONG! THE BUG IS DEAD, THE BUG IS DEAD!!!"
1610 SW = SW + 1 : IF SW = 8 PRINT "MY SWORD IS DULL NOW."
1620 GOSUB 1640 : GOTO 70
1630 END
1640 PRINT : INPUT "ENTER YOUR COMMAND"; CM$
1650 IF CM$ = "ABRA CADABRA" AND F5 < 3 AND FF = 1 NO$ = "SESAME
  " : VB$ = "OPEN" : FF = 0 : F5 = F5 + 1 : RETURN
1660 VB$ = "" : NO$ = "" : VB = 0 : NO = 0
1670 LC = LEN(CM$) : FOR I = 1 TO LC : IF MID$(CM$, I, 1) <> " "
   VB$ = VB$ + MID$(CM$, I, 1) : NEXT I
1680 FOR I = 1 TO NV : IF VB$(I) = VB$ VB = I : GOTO 1700 ELSE N
  EXT I
1690 VB = 0 : NO$ = VB$ : GOTO 1720
1700 IF LEN(VB$) + 1 >= LEN(CM$) NO = 0 : RETURN
1710 NO$ = RIGHT$(CM$, LEN(CM$) - 1 - LEN(VB$))
1720 FOR I = 1 TO NN : IF NO$(I) = NO$ THEN 1740 ELSE NEXT I
1730 NO = 0 : RETURN
1740 NO = I : RETURN
1750 PRINT P$(CP) : PRINT
1760 FOR I = 1 TO LO : IF OB(I, 0) = CP PRINT "THERE IS "; OB$(I
  ); " HERE."
1770 NEXT I
```

```
1780 PRINT "I CAN GO :      "; : F2 = 0
1790 FOR I = 1 TO 4 : IF P(CP, I) <> 0 PRINT NO$(I + 22); "  ";
  : F2 = 1
1800 NEXT I : IF F2 = 0 PRINT "NOWHERE!"
1810 IF CP = 18 AND OB(3, 0) = - 1 PRINT : PRINT M1$
1820 IF RND(35) = 5 AND CP <> 1 AND CP <> 37 AND CP <> 27 PRINT
  : GOTO 1530
1830 IF FD > 4 PRINT : PRINT "IF YOU'D LIKE, YOU CAN MAKE IT EAS
  IER ON YOURSELF BY TYPING
N, S, E, OR W INSTEAD OF NORTH, SOUTH, ECT." : FD = 0
1840 RETURN
1850 NP = 37 : DIM P$(NP)
1860 POKE 16553, 255
1870 P$(1) = "I AM IN A SHIP. ON A COMPUTER SCREEN IN HERE IT SA
  YS:
SHIP WILL NOT FUNCTION -- FRIBULATING GONKULATOR IS BURNED OUT.
IT IS OBVIOUS THAT THIS SHIP HAS CRASHED."
1880 DATA 2, 6, 5, 4:P$(2) = "I'M IN A COBBLESTONE HALLWAY. I CA
  N HEAR
CHIRPING NEARBY. SOUNDS LIKE BUGS..." : DATA 8, 1, 3, 5
1890 P$(3) = "I'M IN A DARK ROOM...OH NO!!! THERE ARE GIANT BUGS
   ALL
AROUND ME!!!" : DATA 0, 0, 0, 2
1900 P$(4) = "I'M IN A SMALL ROOM. A SCRIBBLING HERE SAYS:
HAR HAR HAR! YOU'LL NEVER MAKE IT! >> ARBADAC ARBA <<" : DATA 0,
   7, 1, 0
1910 P$(5) = "I'M IN A DUSTY COBBLESTONE HALLWAY." : DATA 0, 25,
   2, 1
1920 P$(6) = "I'M IN A DUSTY PLACE. IT IS VERY DARK IN HERE. I'M
   SCARED!" : DATA 1, 24, 0, 0
1930 P$(7) = "I'M IN A LOW CRAWL SPACE. IT SEEMS AS IF WE'RE NOT

SUPPOSED TO BE HERE..." : DATA 4, 0, 15, 0
1940 P$(8) = "I'M IN A ROOM WITH ROCK WALLS. IMBEDDED IN THE WAL
  LS ARE
SCATTERED RUBIES." : DATA 9, 2, 0, 13
1950 P$(9) = "I'M IN A DARK ROOM. THIS ONE IS NOT SO SCARY.
I THINK I HEAR GRUNTS AND GROANS NEARBY." : DATA 10, 8, 23, 0
1960 P$(10) = "I'M ON THE SOUTH SIDE OF A CHASM. MOLTEN LAVA IS
  BENEATH ME." : DATA 11, 9, 0, 0
1970 P$(11) = "I'M ON THE NORTH SIDE OF THE CHASM." : DATA 16, 1
  0, 0, 0
1980 P$(12) = "I'M IN A MAZE OF TWISTY LITTLE PASSAGES." : DATA
  12, 12, 13, 14
1990 P$(13) = P$(12) : DATA 13, 13, 8, 12
2000 P$(14) = P$(12) : DATA 14, 15, 14, 12
2010 P$(15) = P$(12) : DATA 14, 15, 15, 7
2020 P$(16) = "I'M ON A WOOD PLATFORM. A SIGN WARNS:
GO BACK! BEWARE! GO SOUTH!!!    THERE IS A RICKETY BRIDGE TO THE
  NORTH." : DATA 17, 11, 0, 0
2030 P$(17) = "I'M IN A DUSTY PASSAGE. A SIGN POINTS WEST AND SA
  YS:
TO TROLLS PLACE --->   A RICKETY BRIDGE EXTENDS SOUTHWARD.
MARKINGS IN THE DUST INDICATE THAT SOMEONE WAS HERE RECENTLY." :
   DATA 0, 16, 0, 18
```

```
2040 P$(18) = "A VOICE BOOMS OUT :
WHO DARES TO ENTER MY PALACE??? (SOUNDS LIKE A TROLL TO ME!)" :
  DATA 0, 0, 0, 19
2050 P$(19) = "I'M IN THE TROLL'S PALACE. IT'S BREATHTAKING!!! T
  HE CEILING
IS SO HIGH I CAN'T EVEN SEE IT!" : DATA 0, 20, 0, 0
2060 P$(20) = "I'M AT ONE END OF A SECRET PASSAGE." : DATA 19, 2
  1, 0, 0
2070 P$(21) = "I'M IN A SECRET PASSAGE." : DATA 21, 21, 20, 22
2080 P$(22) = P$(21) : DATA 21, 22, 22, 23
2090 P$(23) = P$(20) : DATA 23, 9, 22, 23
2100 P$(24) = "I'M IN A HUGE ICE CAVERN. THE CEILING AND WALLS A
  RE
COMPLETELY ICE." : DATA 6, 26, 25, 0
2110 P$(25) = "I'M IN A ROOM WITH MANY ANIMALS...
WAIT! THEY'VE ALL RAN AWAY" : DATA 5, 0, 0, 0
2120 P$(26) = "I AM IN A ROOM WITH TRACES OF SLIME ON THE FLOORS
   AND WALLS." : DATA 24, 29, 27, 28
2130 P$(27) = "I'M IN...AL'S DINER??? THERE'S A COKE MACHINE HER
  E. IT SAYS:
ENJOY COCA-COLA. 25 CENTS (NO CANADIAN COINS, QUARTER ONLY)" : D
  ATA 0, 0, 0, 26
2140 P$(28) = "I'M IN A HUGE PIT."
2150 DATA 0, 0, 26, 0
2160 P$(29) = "I'M IN THE HYDRA ROOM. THE WALLS ARE ALL SLIME. B
  OY,
I'VE NEVER SEEN ANYTHING SO GROSS IN MY LIFE!" : DATA 26, 30, 31
  , 32
2170 P$(30) = "I'M IN THE DRAGON ROOM. IT SEEMS TO BE DECORATED
  WITH DRAGONS." : DATA 29, 34, 0, 33
2180 P$(31) = "I'M IN A TORTURE CHAMBER. LET'S GET OUT OF HERE Q
  UICK!!" : DATA 31, 29, 31, 31
2190 P$(32) = "THIS IS THE CLAM ROOM. THE WALLS ARE SOLID CLAMSH
  ELL
EMBEDDED IN LIMESTONE." : DATA 0, 0, 29, 0
2200 P$(33) = "I'M IN A MAMMOTH GARDEN. THIS IS ALL PLANTS." : D
  ATA 0, 0, 30, 0
2210 P$(34) = "I'M IN THE VELVET ROOM. THE WALLS AND CEILING ARE
   VELVET." : DATA 30, 34, 35, 0
2220 P$(35) = "I'M IN AN ARABIAN ROOM. ARABIAN GUITARS ARE PLAYI
  NG NEARBY.
THERE IS AN OIL SLICK HERE. LOOKS LIKE MACHINE OIL, 10-W-30." :
  DATA 36, 37, 0, 34
2230 P$(36) = "I'M IN THE TREASURE ROOM. MANY DWARVES GUARD SOME
   PRETTY
SCRAWNY TREASURE. NOTHING TO FLIP OVER, ANYWAY." : DATA 0, 35, 0
  , 0
2240 P$(37) = "I'M AT MAC'S EARTHDIGGER BODY SHOP." : DATA 0, 0,
   0, 35
2250 DIM P(37, 4) : FOR I = 1 TO 37 : FOR J = 1 TO 4 : READ P(I,
   J) : NEXT J, I
2260 LO = 33 : DIM OB$(LO), OB(LO, 1)
2270 OB$(1) = "A SET OF KEYS" : DATA 6, 0 : OB$(2) = "A SHINY SW
  ORD" : DATA 16, 0
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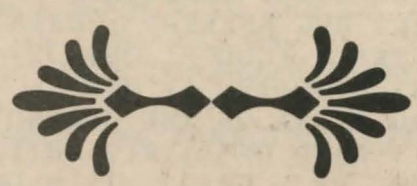
```
2280 OB$(3) = "A PARROT IN A CAGE" : DATA 25, 5 : OB$(4) = "A GO
  LD NUGGET" : DATA 4, 10
2290 OB$(5) = "A 35,000 CARAT DIAMOND" : DATA 7, 10 : OB$(6) = "
  A CIGARETTE LIGHTER" : DATA 28, 0
2300 OB$(7) = "A QUARTER" : DATA 28, 0 : OB$(8) = "AN ENORMOUS E
  MERALD" : DATA 32, 15
2310 OB$(9) = "SOME SILVER BARS" : DATA 33, 15 : OB$(10) = "A GI
  ANT HYDRA WITH NINE HEADS" : DATA 29, 0
2320 OB$(11) = "A MING VASE" : DATA 30, 10 : OB$(12) = "A BOTTLE
   OF COKE" : DATA 0, 0
2330 OB$(13) = "AN EMPTY COKE BOTTLE" : DATA 0, 0 : OB$(14) = "S
  OME TOOLS" : DATA 34, 0
2340 OB$(15) = "A LARGE RUBY" : DATA 8, 15 : OB$(16) = "GOLD BAR
  S" : DATA 19, 20
2350 OB$(17) = "A DIAMOND NECKLACE" : DATA 19, 25 : OB$(18) = "A
   MAGIC WAND" : DATA 14, 0
2360 OB$(22) = "A FRIBULATING GONKULATOR" : DATA 37, 50
2370 OB$(20) = "A GIANT BUG ASLEEP" : DATA 31, 0
2380 OB$(31) = "SOME TASTY FOOD" : OB$(32) = "SOME HUMAN SKELETO
  NS" : OB(32, 0) = 31 : OB(32, 1) = 0
2390 OB$(33) = "A DEAD HYDRA ON THE GROUND"
2400 FOR I = 1 TO 20 : READ OB(I, 0), OB(I, 1) : NEXT I
2410 OB(22, 0) = OB(19, 0) : OB(22, 1) = OB(19, 1)
2420 OB(19, 1) = 0 : OB(19, 0) = 0
2430 OB(31, 0) = 27 : OB(31, 1) = 0
2440 DATA KEYS, SWORD, PARROT, NUGGET, DIAMOND, LIGHTER, QUARTER
  , EMERALD, SILVER, HYDRA, VASE, COKE, BOTTLE, TOOLS, RUBY, GOL
  D, NECKLACE
2441 DATA WAND, SIGN, BUG, ALEXANDER, GONKULATOR, NORTH, SOUTH,
  EAST, WEST
2450 DATA N, S, E, W, FOOD, SKELETONS
2460 NN = 32 : DIM NO$(NN)
2470 FOR I = 1 TO NN : READ NO$(I) : NEXT I
2480 DATA GO, GET, LOOK, INVEN, SCORE, DROP, HELP, SAVE, LOAD, Q
  UIT, SAY, DRINK, FEED, HIT, KILL, BURN, FIGHT, LIGHT, INSERT,
  TAKE, WAVE
2481 DATA RELEASE, CONTINUE, DESTROY, SIR, FIX, EAT, ?, INVENTOR
  Y, HOCUS
2490 NV = 30 : DIM VB$(NV) : FOR I = 1 TO NV : READ VB$(I) : NEX
  T I
2500 M1$ = "THE PARROT CHANTS: SIR ALEXANDER...SIR ALEXANDER!"
2510 M2$ = "THE TROLL SCURRIES AWAY IN FEAR."
2520 M3$ = "GULP GLUK GULP! (BURP) THAT WAS REFRESHING!"
2530 DIM H$(NP)
2540 H$(25) = "THIS PARROT TALKS..."
2550 H$(29) = "CIGAR? CIGARETTE? TIPPARILLO?"
2560 H$(10) = "YOU KNOW, THIS WORLD IS ENCHANTED..."
2570 H$(12) = "YOU CAN MAKE THE PASSAGES LOOK LESS ALIKE BY DROP
  PING THINGS."
2580 H$(13) = H$(12) : H$(14) = H$(12) : H$(15) = H$(12)
2590 H$(1) = "I THINK WE'RE SUPPOSED TO LEAVE WHAT WE FIND HERE.
  "
2600 H$(35) = "OFTEN TIMES OIL MEANS AN AUTO BODY SHOP IS NEARBY
  ."
```

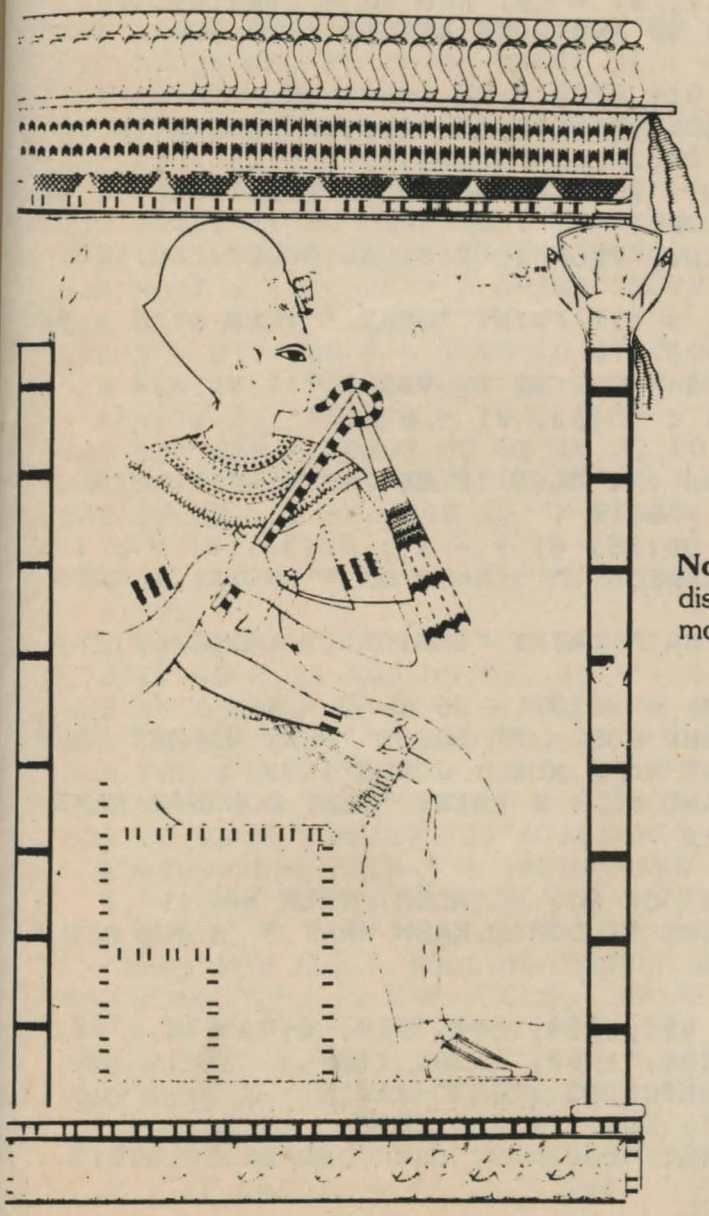
```
2610 H$(31) = "THE BUG WILL NOT BOTHER YOU. IT IS ASLEEP.
HINT: IF YOU LINGER TOO LONG IN THIS ROOM IT WILL WAKE UP!"
2620 H$(2) = "YOU KNOW, IN THIS ENCHANTED WORLD, MANY THINGS THA
  T
ARE SMALL ON EARTH ARE VERY LARGE..."
2630 H$(20) = "TRY TO FIND YOUR WAY TO THE OTHER END, DUMMY!!" :
   H$(23) = H$(20)
2640 PRINT@ 0,; : INPUT "WHAT IS YOUR NAME"; A$ : NA$ = A$ + "/A
  N1:1"
2650 RETURN
```



Chapter Twelve

King Tut's Tomb

by Greg Hassett



Note: The save game routine in this program is for disk only. Tape routines may be created by modifying lines 640 to 690.

```
10 CLEAR 1000 : ON ERROR GOTO 2130
20 CLS : PRINT CHR$(23); "


  ENTRY INTO KING TUT'S TOMB
        BY GREG HASSETT" : DEFINT A - Z : DEFSTR S : S1 = "I DON
  'T SEE IT HERE."
21 S2 = "DON'T BE RIDICULOUS." : CP = 1 : NM = 35 : S3 = "I DON'
  T KNOW THAT WORD." : GOTO 2140
30 GOSUB 1920 : IF NM < 0 NM = 0
40 IF RND(80) = 42 AND CP <> 1 THEN 1550
50 IF RND(57) = 20 TG = 1
60 IF TG = 1 NG = NG + 1
70 IF CP = 1 TG = 0 : NG = 0
80 IF (OB(14, 0) = CP OR OB(12, 0) = CP) AND TG = 1 PRINT "THE G
  OOBER SEES THE SNAKE, LEAPS UP AND RUNS AWAY!" : TG = 0 : NG =
   0
90 IF NG > 3 THEN 1630
100 IF TG = 1 PRINT "THERE IS A THREATENING LITTLE GOOBER IN THE
   ROOM WITH ME."
110 IF NM = 0 AND MF = 0 INPUT "YOU ARE NOW OUT OF MATCHES. I AM
   PREPARED TO GIVE YOU TEN MORE,
BUT THIS WILL SUBTRACT 25 POINTS FROM YOUR FINAL SCORE. DO YOU
WANT THE EXTRA MATCHES"; EM$
120 MF = 1 : IF LEFT$(EM$, 1) = "Y" PRINT "OKAY." : NM = 10 : OB
  (33, 0) = - 1 : OB(34, 0) = 0
130 GOSUB 1820 : IF VB = 32 VB = 6 ELSE IF VB$ = "I" VB = 4
140 IF NM = 0 OB(34, 0) = - 1 : OB(33, 0) = 0
150 IF VB$ = "L" VB = 3
160 IF OB(12, 0) = - 1 GS = GS + 1 ELSE IF VB$ = "LIS" VB = 4
170 T = T + 1 : IF BI > 0 BI = BI + 1
180 IF VB$ = "INI" AND T = 1 OB(35, 0) = - 1 : OB(33, 0) = - 1 :
   OB(32, 0) = 0 : PRINT "ALL RIGHT." : NM = NM - RND(4) : GOTO
  110
190 IF NO$ = "FUC" OR NO$ = "SHI" PRINT "TCH! SUCH LANGUAGE!" :
  GOTO 110
200 IF MF = 1 AND M2 = 0 PL(0) = PL(0) - 25 : M2 = 1
210 IF VB > 10 AND VB <> 20 AND NO$ = "" INPUT "WHAT DIRECT OBJE
  CT DO YOU WANT ME TO DO THAT TO"; NO$ : GOSUB 1890
220 IF NO$ <> "" AND VB = 1 AND NO = 0 PRINT "THAT DOESN'T MAKE
  ANY SENSE TO ME." : GOTO 110
230 IF VB = 20 THEN 1140
240 IF VB = 6 AND (NO$ = "EVE" OR NO$ = "ALL") THEN 600
250 IF VB > 10 AND NO = 0 PRINT "I DON'T KNOW WHAT A "; N1$; " I
  S!" : GOTO 110
260 IF VB > 19 THEN 1130
270 ON VB GOTO 280, 370, 30, 490, 520, 540, 620, 640, 670, 700,
  710, 820, 850, 890, 930, 1000, 1060, 1110, 1120
280 IF NO$ <> "" AND NO = 0 PRINT S3 : GOTO 110
290 IF NO$ = "" INPUT "WHERE"; NO$ : GOSUB 1890
300 IF NO > 28 OR NO < 21 PRINT "YOU MUST USE COMPASS POINTS." :
   GOTO 110
```

```
310 IF NO > 24 NO = NO - 4
320 NO = NO - 21
330 IF GF = 0 AND ((CP = 18 AND NO = 1) OR (CP = 37 AND NO = 0))
   PRINT "THE GATE IS LOCKED!" : GOTO 110
340 IF P(CP, NO) = 0 AND CP <> 1 PRINT "THERE IS A WALL THERE."
  : GOTO 110
350 IF P(CP, NO) = 0 PRINT "I CAN'T GO THAT WAY." : GOTO 110
360 CP = P(CP, NO) : GOTO 30
370 IF NO$ = "" INPUT "WHAT SHOULD I GET"; NO$ : GOSUB 1890
380 IF NO = 12 AND OB(12, 0) = CP THEN 470
390 IF OB(NO, 0) = - 1 PRINT "I'VE ALREADY GOT IT!" : GOTO 110
400 IF NO = 12 AND OB(14, 0) = CP PRINT "THAT IS BOTH IMPRACTICA
  L AND VERY DANGEROUS." : GOTO 110
410 IF NO$ = "KNI" PRINT "THE GOOBERS' KNIVES VANISH AS THEY HIT
   THE WALLS OF THE TOMB." : GOTO 110
420 IF NO = 0 PRINT S3 : GOTO 110
430 IF NO = 29 AND TG = 1 PRINT "THAT WOULD NOT BE TOO BRIGHT."
  : GOTO 110
440 IF NO = 32 AND OB(35, 0) = CP LET NO = 35
450 IF OB(NO, 0) <> CP PRINT S1 : GOTO 110
460 IF NO = 31 PRINT S2 : GOTO 110
470 IF ZZ + 1 > 8 PRINT "I CAN'T CARRY ANY MORE." : GOTO 110
480 ZZ = ZZ + 1 : PRINT "ALL RIGHT." : OB(NO, 0) = - 1 : GOTO 11
  0
490 PRINT "I AM CURRENTLY CARRYING:" : ZZ = 0 : FOR I = 1 TO LO
  : IF OB(I, 0) = - 1 PRINT OB$(I) : ZZ = ZZ + 1
500 NEXT I : IF ZZ = 0 PRINT "NOTHING!"
510 GOTO 110
520 J = 0 : FOR I = 1 TO LO : IF OB(I, 0) = 1 J = J + OB(I, 1)
530 NEXT I : PRINT "OUT OF A CURRENT MAXIMUM OF 175 POINTS, YOU
  HAVE"; J; "POINTS.
YOU CAN GET A BONUS OF UP TO 32 POINTS WHEN YOU WIN OR QUIT,
MAKING THE ACTUAL MAXIMUM 207." : GOTO 110
540 IF NO = 0 AND NO$ <> "" PRINT "WHAT'S A "; N1$; "?" : GOTO 1
  10
550 IF NO$ = "" INPUT "WHAT DO YOU WANT ME TO DROP"; NO$ : GOSUB
   1890
560 IF NO$ = "" OR NO = 0 PRINT "HUH?" : GOTO 110
570 IF NO = 32 AND OB(35, 0) = - 1 NO = 35 : GOTO 590
580 IF OB(NO, 0) <> -1 PRINT "I HAVE NO "; N1$ : GOTO 110
590 PRINT "OKAY." : OB(NO, 0) = CP : ZZ = ZZ - 1 : GOTO 110
600 FOR I = 1 TO LO : IF OB(I, 0) = - 1 OB(I, 0) = CP
610 NEXT I : PRINT "OK." : ZZ = 0 : GOTO 110
620 IF VB = 7 PRINT "IT'S AGAINST COMPANY RULES TO GIVE AVERAGE
  ADVENTURERS HELP." : INPUT "ARE YOU A WIZARD"; A$ : IF LEFT$(A
  $, 1) <> "Y" PRINT "OK." : GOTO 110
630 INPUT "I DON'T BELIEVE YOU! SAY THE MAGIC WORD"; A$ : PRINT
  "BAH! YOU ARE A FOOL TO TAMPER WITH ME....." : GOTO 2710
640 OPEN "O", 1, NA$ : CLS : PRINT "SAVING..." : FOR I = 1 TO LO
   : IF OB$(I) = "" THEN 660
650 PRINT# 1, OB(I, 0)
660 NEXT I : PRINT# 1, NM; CP; GF; ZZ; TG; NG; T; GS; BI : CLOSE
   : GOTO 30
670 CLS : OPEN "I", 1, NA$ : PRINT "LOADING..." : FOR I = 1 TO L
  O : IF OB$(I) = "" THEN 690
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680 INPUT# 1, OB(I, 0)
690 NEXT I : INPUT# 1, NM, CP, GF, ZZ, TG, NG, T, GS, BI : CLOSE
   : GOTO 30
700 INPUT "DO YOU REALLY WANT TO QUIT NOW"; QN$ : IF LEFT$(QN$,
  1) = "Y" THEN 1660 ELSE 110
710 IF NO = 31 AND (CP = 18 OR CP = 37) THEN 770
720 IF NO = 31 PRINT "I SEE NO GATE HERE." : GOTO 110
730 IF OB(NO, 0) <> - 1 PRINT "I'M NOT HOLDING IT." : GOTO 110
740 IF NO <> 30 AND NO <> 31 AND NO <> 20 PRINT "IT CANNOT BE OP
  ENED." : GOTO 110
750 IF NO <> 31 THEN 780
760 IF GF = 1 PRINT "IT IS ALREADY OPEN." : GOTO 110
770 IF OB(4, 0) = - 1 PRINT "THE GATE IS OPEN." : GF = 1 : GOTO
  110 ELSE PRINT "IT WOULD HELP IF I HAD A KEY TO OPEN THE LOCKE
  D GATE." : GOTO 110
780 IF NO = 20 PRINT "THE COFFIN IS OPEN." : GOTO 110
790 TG = 0 : NG = 0 : PRINT "OKAY...
                - - POOF ! - -
I AM ENGULFED IN A DENSE CLOUD OF ORANGE SMOKE AND AWAKEN
COUGHING AND GASPING TO FIND..."
791 FOR I = 1 TO LO : IF OB$(I) = "" OR OB(I, 0) = 0 THEN 810
800 IF ABS(OB(I, 0)) = 1 OB(I, 0) = RND(36) + 1
810 NEXT I : ZZ = 0 : OB(35, 0) = 0 : CP = 1 : OB(33, 0) = 1 : O
  B(32, 0) = 1 : FOR I = 1 TO 3500 : NEXT I : PD = 0 : GOTO 30
820 IF NO <> 31 PRINT "I DON'T KNOW HOW TO LOCK SUCH A THING." :
   GOTO 110
830 IF CP <> 37 AND CP <> 18 PRINT "WHAT GATE?" : GOTO 110
840 PRINT "OKAY. THE GATE IS LOCKED." : GF = 0 : GOTO 110
850 IF OB(NO, 0) <> - 1 PRINT "I HAVE TO BE HOLDING SOMETHING TO
   READ IT." : GOTO 110
860 IF NO <> 2 AND NO <> 16 PRINT S2 : GOTO 110
870 IF NO = 2 PRINT "IT SAYS:
BEST FISHES    --STEVE MARTIN (KING TUT)" : GOTO 110
880 PRINT "IT IS WRITTEN IN EGYPTIAN HIEROGLYPHICS." : GOTO 110
890 IF OB(NO, 0) <> - 1 PRINT "I DON'T THINK I'M CARRYING IT." :
   GOTO 110
900 IF NO <> 13 PRINT "YOU CAN'T BE SERIOUS." : GOTO 110
910 IF OB(13, 0) <> - 1 PRINT "I HAVE NO FOOD!" : GOTO 110
920 ZZ = ZZ - 1 : PRINT "*SMACK* THAT WAS GOOD!" : OB(13, 0) = 0
   : GOTO 110
930 IF NO <> 12 AND NO <> 29 PRINT S2 : GOTO 110
940 IF NO = 29 AND TG = 0 PRINT "WHAT GOOBER?" : GOTO 110
950 IF NO = 29 PRINT "THERE IS NOTHING HERE IT WANTS TO EAT. (EX
  CEPT PERHAPS ME!)" : GOTO 110
960 IF OB(13, 0) <> - 1 PRINT "I HAVE NO FOOD!" : GOTO 110
970 IF OB(12, 0) <> 0 PRINT "IT IS FULL." : GOTO 110
980 IF OB(14, 0) <> CP PRINT "WHAT SNAKE?" : GOTO 110
990 ZZ = ZZ - 1 : PRINT "THE SNAKE WHARFS DOWN YOUR FOOD AND RUB
  S HIS HEAD TO MY
LEG TO SHOW AFFECTION."
991 OB(12, 0) = CP : OB(14, 0) = 0 : OB(13, 0) = 0 : GOTO 110
1000 IF NO = 29 AND TG = 0 PRINT "I SEE NO GOOBER HERE." : GOTO
  110
1010 IF NO = 29 AND TG = 1 PRINT "THE GOOBERS ARE IMMORTAL." : G
  OTO 110
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1020 IF NO <> 12 PRINT "IT ISN'T ALIVE!" : GOTO 110
1030 IF OB(14, 0) = CP PRINT "THAT IS A STUPID THING TO TRY!" :
  GOTO 110
1040 IF OB(12, 0) = - 1 OR OB(12, 0) = CP PRINT "YOU KILLED A LI
  TTLE SNAKE. THE BODY VANISHES." : OB(12, 0) = 0 : GOTO 110
1050 PRINT S1 : GOTO 110
1060 IF NO = 29 AND TG = 1 PRINT "HE IS MAD ENOUGH AT ME ALREADY
  !" : GOTO 110
1070 IF NO = 29 PRINT "I SEE NO GOOBER HERE." : GOTO 110
1080 IF OB(NO, 0) <> - 1 PRINT "I'M NOT HOLDING IT." : GOTO 110
1090 IF NO <> 13 PRINT "THAT'S STUPID!" : GOTO 110
1100 PRINT "THE SNAKE IS STARTLED, JUMPS AWAY FROM ME AND SCURRI
  ES AWAY INTO
THE GLOOM." : OB(12, 0) = 0 : GOTO 110
1110 PRINT "OKAY..."; N1$ : GOTO 110
1120 PRINT "TRY OPEN." : GOTO 110
1130 ON VB - 19 GOTO 1140, 1150, 1200, 1240, 1250, 1300, 1310, 1
  380, 1390, 1400, 1430, 1540
1140 T = T - 1 : PRINT "YOU HAVE USED"; T; "TURNS SO FAR, AND YO
  U HAVE USED
"; 35 - NM; "MATCHES." : GOTO 110
1150 IF NO <> 20 AND NO <> 31 AND NO <> 30 PRINT "I DON'T KNOW H
  OW TO DO THAT." : GOTO 110
1160 IF NO = 31 AND (CP = 18 OR CP = 37) PRINT "THE GATE IS CLOS
  ED AND LOCKED." : GF = 0 : GOTO 110
1170 IF OB(NO, 0) <> - 1 PRINT S1 : GOTO 110
1180 IF NO = 30 PRINT "IT IS ALREADY CLOSED." : GOTO 110
1190 PRINT "OKAY. IT IS CLOSED." : GOTO 110
1200 IF NO <> 12 THEN 540
1210 IF OB(12, 0) <> - 1 PRINT "I'M NOT HOLDING A SNAKE." : GOTO
   110
1220 IF TG = 1 PRINT "THE SNAKE ATTACKS THE GOOBER AND IN AN AST
  OUNDING
FLURRY DRIVES THE GOOBER AWAY!" : OB(12, 0) = CP : NG = 0 : TG =
   0 : ZZ = ZZ - 1 : GOTO 110
1230 ZZ = ZZ - 1 : PRINT "THE SNAKE VANISHES INTO THE GLOOM." :
  OB(12, 0) = RND(35) + 1 : GOTO 110
1240 IF OB(I, 0) = - 1 PRINT "NOTHING HAPPENED" : GOTO 110 ELSE
  PRINT "I'M NOT HOLDING IT!" : GOTO 110
1250 IF NO <> 36 PRINT S2 : GOTO 110
1260 IF OB(36, 0) <> - 1 PRINT "I HAVE NO WINE." : GOTO 110
1270 IF BI = 0 PRINT "OKAY. GULP GULK." : OB(36, 0) = 0 : OB(17,
   0) = - 1 : GOTO 110
1280 PRINT "AHH...GOOD CURE FOR SNAKEBITE."; : IF OB(12, 0) = -
  1 PRINT " BUT THE SNAKE RAN AWAY!!" : OB(12, 0) = 0 ELSE PRINT

1290 OB(36, 0) = 0 : OB(17, 0) = - 1 : BI = - 32000 : GOTO 110
1300 PRINT "I DON'T WANT TO BREAK ANYTHING. THE BOSS SAYS I
HAVE TO PAY FOR ANYTHING I BREAK ON AN ADVENTURE." : GOTO 110
1310 IF NM = 0 AND OB(33, 0) = - 1 OB(33, 0) = 0 : OB(34, 0) = -
   1
1320 IF NO <> 33 AND NO <> 32 PRINT S2 : GOTO 110
1330 IF OB(33, 0) <> - 1 PRINT "I DON'T HAVE A MATCH!" : GOTO 11
  0
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1340 IF NO = 33 PRINT "OKAY. YOU NOW HAVE ONE LESS MATCH." : NM
  = NM - 1 : GOTO 110
1350 IF OB(35, 0) <> 0 PRINT "IT IS ALREADY LIT." : GOTO 110
1360 IF OB(32, 0) = - 1 OB(32, 0) = 0 : OB(35, 0) = - 1 : NM = N
  M - RND(4) : PD = 0 : GOTO 30
1370 PRINT "I HAVE NO TORCH." : GOTO 110
1380 PRINT "I AM NOT MOHAMMED ALI, YOU KNOW." : GOTO 110
1390 PRINT "TRY HIT OR KILL." : GOTO 110
1400 IF NO <> 16 PRINT "I SEE NO WRITING THERE." : GOTO 110
1410 IF OB(NO, 0) <> - 1 PRINT "I HAVE NO BOOK." : GOTO 110
1420 PRINT "IT SAYS: GOOBERS HATE SNAKES
MOM IS FLAMMABLE." : GOTO 110
1430 IF OB(33, 0) <> - 1 PRINT "I HAVE NO MATCHES!" : GOTO 110
1440 IF OB(NO, 0) <> - 1 PRINT "I AM NOT HOLDING IT RIGHT NOW."
  : GOTO 110
1450 IF NO <> 2 AND NO <> 12 AND NO <> 13 AND NO <> 16 AND NO <>
   34 AND NO <> 32 AND NO <> 33 PRINT "IT DOESN'T BURN." : GOTO
  110
1460 IF NO = 32 PRINT "YOU MIGHT TRY LIGHT TORCH INSTEAD." : GOT
  O 110
1470 NM = NM - 1
1480 IF NO = 2 PRINT "ALL RIGHT. THE POSTER GOES UP IN FLAMES."
  : ZZ = ZZ - 1 : OB(2, 0) = 0 : GOTO 110
1490 IF NO = 12 PRINT "THE SNAKE BIT ME IN SELF DEFENSE." : BI =
   1 : OB$(12) = "A SCARED SNAKE" : GOTO 110
1500 IF NO = 13 PRINT "ALL RIGHT. IT IS NOW COOKED." : OB$(13) =
   "SOME COOKED FOOD" : GOTO 110
1510 IF NO = 16 PRINT "THAT IS A WASTE OF GOOD LITERATURE." : GO
  TO 110
1520 IF NO = 34 PRINT "OKAY." : OB(34, 0) = 0 : GOTO 110
1530 IF NO = 33 PRINT "ALL RIGHT." : NM = NM - 1 : GOTO 110
1540 PRINT "THAT IS WORTH"; OB(NO, 1); "POINTS." : GOTO 110
1550 IF RND(2) = 1 PRINT "+=+= HOLY BANDAIDS!"; ELSE PRINT "SUFF
  RIN' SUCCOTASH!";
1560 PRINT " AN ANCIENT MUMMY WALKED IN TO "; : IF RND(2) = 1 PR
  INT "TERMINATE ME!" ELSE PRINT "PUT ME
TO DEATH!"
1570 GOSUB 1820
1580 IF VB$ <> "BUR" PRINT "THE MUMMY IS CHARGING AT ME!!" : FOR
   I = 1 TO 300 : NEXT I : IF RND(3) = 1 PRINT "HE KILLED ME!" :
   GOTO 2710
1590 PRINT "HE SLIPS ON A CONVENIENTLY PLACED BANANA PEEL AND CR
  ACKS HIS
SKULLL. THE BODY VANISHES." : GOTO 110
1600 IF OB(33, 0) <> - 1 PRINT "I HAVE NO MATCHES!" : GOTO 1620
1610 PRINT "THE MUMMY BURNS TO THE GROUND." : NM = NM - 1 : GOTO
   110
1620 FOR I = 1 TO 1000 : NEXT I : GOTO 2710
1630 PRINT "THE GOOBER THROWS A KNIFE AT ME!"
1640 IF RND(3) = 1 PRINT "IT HITS ME!" : GOTO 2710 ELSE PRINT "I
  T MISSES!"
1650 NG = 1 : GOTO 110
1660 J = 0 : CLS : FOR I = 1 TO LO : IF OB$(I) = "" THEN 1680
1670 IF OB(I, 0) = 1 J = J + OB(I, 1)
```

```
1680 NEXT I
1690 IF T > 310 J = J - 10
1700 IF T > 357 J = J - 15
1710 J = J + INT(NM/2) : FOR I = 0 TO 3 : J = J + PL(I) : NEXT
1720 PRINT "YOU HAVE SCORED"; J; "POINTS OUT OF A MAXIMUM OF 207
  ."
1730 PRINT "A SCORE OF"; J; "POINTS QUALIFIES YOU AS A :"
1740 IF J > 182 PRINT "ADVENTURER GRANDMASTER" : END
1750 IF J > 178 PRINT "MASTER ADVENTURER CLASS A" : END
1760 IF J > 150 PRINT "MASTER ADVENTURER CLASS B" : END
1770 IF J > 140 PRINT "EXPERIENCED ADVENTURER." : END
1780 IF J > 110 PRINT "SEASONED ADVENTURER." : END
1790 IF J > 90 PRINT "NOVICE CLASS ADVENTURER
      BETTER LUCK NEXT TIME." : END
1800 IF J > 20 PRINT "PEE WEE CLASS ADVENTURER." : END
1810 PRINT "ADVENTURER WITH THE INTELLIGENCE OF A CARROT." : END

1820 CM$ = "" : INPUT "-----> WHAT SHOULD I DO"; CM$ : IF CM$ =
  "" THEN 1820
1830 NO$ = "" : VB$ = "" : VB = 0 : NO = 0
1840 LC = LEN(CM$) : FOR I = 1 TO LC : IF MID$(CM$, I, 1) <> " "
  VB$ = VB$ + MID$(CM$, I, 1) : NEXT I
1850 V1$ = VB$ : VB$ = LEFT$(V1$, 3) : FOR I = 1 TO NV : IF VB$(
  I) = VB$ VB = I : GOTO 1870 ELSE NEXT I
1860 VB = 1 : NO$ = VB$ : GOTO 1890
1870 IF LEN(V1$) + 1 >= LEN(CM$) NO = 0 : RETURN
1880 NO$ = RIGHT$(CM$, LEN(CM$) - 1 - LEN(V1$))
1890 N1$ = NO$ : NO$ = LEFT$(NO$, 3) : FOR I = 1 TO NN : IF NO$
  = NO$(I) THEN 1910 ELSE NEXT I
1900 NO = 0 : RETURN
1910 NO = I : RETURN
1920 CLS
1930 IF PD > 2 PRINT "YOU FELL INTO A PIT AND BROKE EVERY BONE I
  N YOUR BODY." : GOTO 2710
1940 IF OB(35, 0) <> - 1 AND CP <> 1 PRINT "IT IS PITCH DARK. YO
  U WILL PROBABLY KILL YOURSELF IF YOU
PROCEED EXPLORING." : PD = PD + 1 : RETURN
1950 IF T >= 1 P$(1) = "I'M OUTSIDE THE PYRAMID AGAIN."
1960 PRINT P$(CP) : PD = 0
1970 IF CP = 32 PL(1) = 5
1980 IF CP = 34 PL(2) = 5
1990 IF CP = 7 PL(3) = 5
2000 FOR I = 1 TO LO : IF OB(I, 0) = CP PRINT "  *** THERE IS ";
   OB$(I); " HERE."
2010 NEXT I
2020 FL = 0 : IF OB(35, 0) <> - 1 THEN 2070 ELSE PRINT "I CAN GO
   -- "; : FOR I = 0 TO 3 : IF P(CP, I) <> 0 PRINT D$(I); "  ";
  : FL = 1
2030 NEXT I : PRINT
2040 IF GS = 30 PRINT "I THINK THE SNAKE IS GETTING HUNGRY AGAIN
  ." : OB$(12) = "A TAME HUNGRY SNAKE"
2050 IF GS = 50 PRINT "THE SNAKE JUST BIT ME!" : BI = 1 : OB$(12
  ) = "A VERY ANGRY SNAKE"
2060 IF BI = 10 PRINT "THAT SNAKE BITE! I'M GETTING WEAKER...WIN
  E! I NEED WINE!"
```

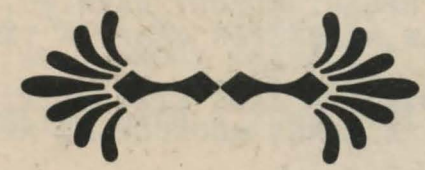
```
2070 PRINT ">==========================================================
  ===========<";
2071 IF T <> 0 AND OB(35, 0) = - 1 AND T/32 = INT(T/32) PRINT "M
  Y TORCH IS OUT." : OB(35, 0) = 0 : OB(32, 0) = - 1
2080 IF BI = 45 PRINT "THE SNAKE BITE! OH...NO..." : OB(12, 0) =
   0 : FOR I = 1 TO 1200 : NEXT I : GOTO 2710
2090 IF CP <> 18 RETURN
2100 IF GF = 1 PRINT "THE GATE IS OPEN" ELSE PRINT "THE GATE IS
  LOCKED."
2110 IF NM = 0 AND M3 = 0 AND MF = 1 PRINT "I HAVE NO MORE MATCH
  ES." : M3 = 1 : OB(34, 0) = - 1 : OB(33, 0) = 0 : M3 = 1
2120 RETURN
2130 PRINT "WHAZZAT?" : RESUME 110
2140 POKE 16553, 255 : NN = 36 : NV = 32 : P = 38 : LO = 36 : DI
  M P$(P), P(P, 3), OB$(LO), OB(LO, 1), VB$(NV), NO$(NN)
2150 P$(1) = "I'M OUTSIDE AN ENORMOUS PYRAMID. AN OPENING LEADS
  IN TO
THE EAST." : DATA 0, 0, 5, 0, 2, 7, 3, 6, 3, 3, 8, 2
2160 P$(2) = "I'M IN THE ANNEX OF KING TUT'S TOMB."
2170 P$(3) = "I'M IN THE QUARTERS OF PRINCESS ANKA."
2180 P$(4) = "I'M IN KARMAK'S CATHEDRAL." : DATA 0, 8, 12, 0, 0,
   9, 0, 1, 2, 0, 0, 14
2190 P$(5) = "I'M IN THE ENTRY CHAMBER TO KING TUT'S TOMB."
2200 P$(6) = "I'M IN A TWISTING CORRIDOR"
2210 P$(7) = "I'M IN THE JEWELRY CHAMBER." : DATA 0, 7, 7, 2
2220 P$(8) = "I'M IN THE ARTIST'S STUDIO." : DATA 4, 0, 0, 3
2230 P$(9) = "I'M CRAWLING OVER A JUMBLE OF BROKEN ROCK." : DATA
   9, 13, 5, 0
2240 P$(10) = "I'M IN A LABYRINTH OF PASSAGES DESIGNED TO KEEP O
  UT TOMBROBBERS" : DATA 10, 15, 11, 10
2250 P$(11) = P$(10) : DATA 11, 16, 11, 10
2260 P$(12) = "I'M IN AN EGYPTIAN LIBRARY." : DATA 0, 17, 4, 7
2270 P$(13) = "I'M IN AN AWKWARD N/S PASSAGEWAY." : DATA 9, 21,
  0, 0
2280 P$(14) = P$(6) : DATA 14, 20, 14, 6
2290 P$(15) = P$(10) : DATA 10, 18, 15, 15
2300 P$(16) = P$(10) : DATA 11, 16, 19, 16
2310 P$(17) = "I'M IN A WINE CLOSET. (ALL CHEAP STUFF)" : DATA 1
  2, 22, 0, 0
2320 P$(18) = "I'M AT THE END OF THE MAZE. THERE IS A GATE ON TH
  E DOOR
LEADING SOUTH."
2330 DATA 18, 37, 15, 18
2340 P$(19) = P$(10) : DATA 19, 23, 16, 19
2350 P$(20) = P$(6) : DATA 14, 0, 0, 24
2360 P$(21) = "I'M IN A GAME ROOM." : DATA 13, 24, 0, 0
2370 P$(22) = "I'M IN A BEDROOM DESIGNED FOR THE AFTERLIFE." : D
  ATA 17, 0, 27, 27
2380 P$(23) = "I'M IN SLAVES' QUARTERS A." : DATA 19, 26, 0, 0
2390 P$(24) = "I'M AT THE WEST END OF A TEMPLE." : DATA 20, 0, 2
  5, 21
2400 P$(25) = "I'M IN THE EAST END OF THE TEMPLE." : DATA 25, 0,
   0, 24
2410 P$(26) = "I'M IN THE WARRIORS' QUARTERS." : DATA 23, 30, 27
  , 0
```

```
2420 P$(27) = "I'M IN A STABLE." : DATA 0, 31, 22, 0
2430 P$(28) = "I'M IN THE HIGH PRIEST'S CHAMBER." : DATA 0, 35,
  29, 0
2440 P$(29) = "I'M IN THE CHAMBER OF ISIS." : DATA 30, 0, 29, 28

2450 P$(30) = "I'M IN SLAVES' QUARTERS B." : DATA 26, 33, 31, 29

2460 P$(31) = "I'M IN THE ANTECHAMBER." : DATA 27, 32, 0, 30
2470 P$(32) = "I'M AT THE ROYAL THRONE." : DATA 0, 0, 0, 31
2480 P$(33) = "I'M IN THE STORE ROOM." : DATA 0, 0, 36, 30
2490 P$(34) = "I'M IN A MIRROR ROOM." : DATA 34, 35, 34, 34
2500 P$(35) = "I'M IN THE KING'S HAREM." : DATA 28, 0, 35, 34
2510 P$(36) = "I'M IN A SNAKE PIT." : DATA 0, 0, 33, 36
2520 P$(37) = "I'M IN THE BURIAL CHAMBER." : DATA 18, 0, 0, 0
2530 DATA 37, 0, 0, 0
2540 FOR I = 1 TO P : FOR J = 0 TO 3 : READ P(I, J) : NEXT J, I
2550 DATA 5, 5, 21, 0, 24, 10, 25, 5, 34, 10, 35, 10, 2, 15, 3,
  5, 7, 10, 11, 10, 33, 5, 0, 0, 1, 0, 36, 0, 8, 10, 12, 0, 0, 0
  , 26, 0, 32, 10, 37, 55
2560 DATA AN OPAL DRINKING CUP, A STEVE MARTIN POSTER, A GOLD CH
  ALLIS, A GOLDEN KEY, A GOLDEN BURIAL MASK, A DIAMOND HEADRESS
2570 DATA A PLATINUM SPEAR, A RUBY EARRING, AN ALABASTER NECKLAC
  E, A GIANT PEARL, AN ALABASTER LAMP, A TAME SNAKE, A PACKAGE O
  F FOOD
2580 DATA A FIERCE SNAKE, A JADE STATUETTE, THE BOOK OF THE DEAD
  , A CRYSTAL GOBLET, A GLASS MEDALLION, AN IVORY THRONE, A MUMM
  IFORM COFFIN
2590 FOR I = 1 TO 20 : READ OB(I, 0) : READ OB(I, 1) : NEXT
2600 FOR I = 1 TO 20 : READ OB$(I) : NEXT
2610 DATA 28, 15, 0, 0, 1, 0, 1, 0, 0, 0, 0, 0, 17, 0
2620 FOR I = 30 TO 36 : READ OB(I, 0), OB(I, 1) : NEXT I
2630 DATA AN IVORY SARCOPHAGOUS, ----------, AN ANCIENT TO
  RCH, SOME MATCHES, AN EMPTY MATCHBOX, A SHINING TORCH, A GOBLE
  T OF WINE
2640 FOR I = 30 TO 36 : READ OB$(I) : NEXT I
2650 DATA CUP, POS, CHA, KEY, MAS, HEA, SPE, EAR, NEC, PEA, LAM,
   SNA, FOO, SNA, STA, BOO, GOB, MED, THR, COF, NOR, SOU, EAS, W
  ES, N, S, E, W, GOO, SAR, GAT, TOR
2660 DATA MAT, BOX, TOR, WIN, GO, GET, LOO, INV, SCO, DRO, HEL,
  SAV, LOA, QUI, OPE, LOC, REA, EAT, FEE, KIL, HIT, SAY, UNL, TU
  R, CLO, REL
2670 DATA SHO, DRI, BRE, LIG, FIG, DES, TRA, BUR, VAL, THR
2680 FOR I = 1 TO NN : READ NO$(I) : NEXT : FOR I = 1 TO NV : RE
  AD VB$(I) : NEXT
2690 DATA NORTH, SOUTH, EAST, WEST
2700 FOR I = 0 TO 3 : READ D$(I) : NEXT : CLS : INPUT "WHAT IS Y
  OUR NAME"; NA$ : NA$ = NA$ + "/AN3:1" : GOTO 30
2710 X = X + 1
2720 ON X GOTO 2730, 2800
2730 PRINT "OMEGOSH! YOU HAVE GOTTEN YOURSELF KILLED!"
2740 PRINT "THE BOSS WON'T LIKE THIS...NOT ONE BIT! MAYBE I COUL
  D"
2750 PRINT "HELP YOU, BUT THIS WILL BE A FIRST..."
2760 INPUT "WOULD YOU LIKE ME TO TRY AND REINCARNATE YOU"; R$
```

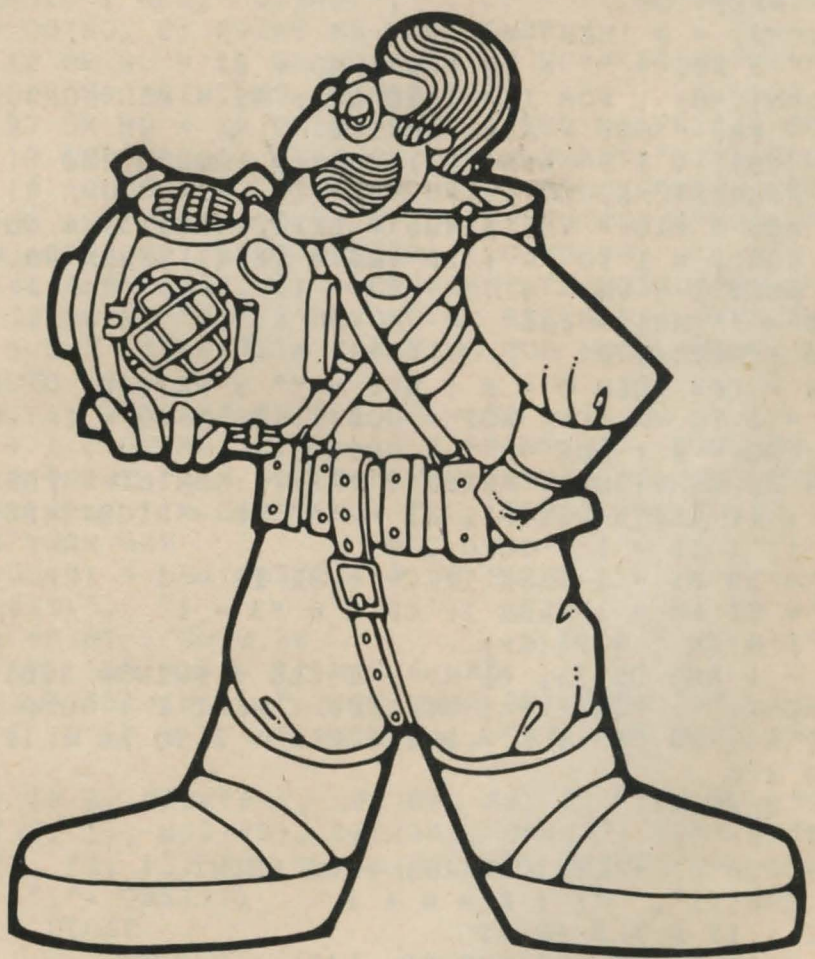
```
2770 IF LEFT$(R$, 1) = "N" THEN 1660
2780 PRINT "NOW WHERE DID I PUT MY ORANGE SMOKE? I SEEM TO REMEM
  BER" : PL(0) = PL(0) - 20
2790 PRINT "LEAVING IT IN A SARCOPHAGOUS SOMEWHERE. AH HERE IT I
  S." : GOTO 790
2800 PRINT "OH BOY. YOU REALLY DID IT THIS TIME! I CAN'T BELIEVE
   IT."
2810 PRINT "I'M FRESH OUT OF ORANGE SMOKE!!!!"
2820 INPUT "YOU DON'T EXPECT ME TO PERFORM A DECENT REINCARNATIO
  N WITH NO MORE ORANGE SMOKE LEFT DO YOU"; R2$
2821 IF LEFT$(R2$, 1) = "Y" PRINT "HUH! WHO DO YOU THINK YOU ARE
  , A WIZARD!? DO IT YOURSELF!!" : END
2830 GOTO 1660
```



Chapter Thirteen

Voyage to Atlantis

by Greg Hassett



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10 CLEAR 400 : CLS : PRINT CHR$(23) : A$ = " VOYAGE TO ATLANTIS
  ADVENTURE" : B$ = "       BY GREG HASSETT" : FOR I = 64 TO 448
   STEP 64
11 PRINT@ I - 64, "                                " : : PRINT@ I,
  A$; : PRINT@ 960 - I, B$ : FOR J = 1 TO 50 : NEXT J, I
20 DEFINT A - Z : DEFSTR M : M0 = "I DON'T SEE IT HERE." : M1 =
  "I'M NOT HOLDING IT." : M2 = " WON'T LET ME." : M3 = "DON'T BE
   RIDICULOUS."
21 M5 = "DON'T BE FUNNY." : M6 = "OKAY." : GOTO 1740
30 GOSUB 180 : GOSUB 70 : IF NO < 9 AND NO <> 0 AND (VB = 0 OR V
  B = 1 OR VB = 27) VB = 1
40 IF VB - 15 AND VB - 16 AND VB - 5 AND VB - 6 AND LEN(N1$) > 0
   AND NO = 0 PRINT "I DON'T KNOW WHAT " CHR$(34)N1$ CHR$(34)" I
  S." : GOTO 30
50 IF N1$ = "" AND (VB > 8 OR VB = 2) AND VB <> 22 AND VB <> 15
  AND VB <> 30 PRINT "PLEASE SUPPLY A DIRECT OBJECT." : GOTO 30
60 GOTO 360
70 T = T + 1 : PRINT@ 960, "   -----"; CHR$(94); " WHAT SHOULD I
   DO"; : INPUT CM$
80 IF LEN(CM$) = 0 THEN 70
90 VB$ = "" : NO$ = "" : VB = 0 : NO = 0
100 LC = LEN(CM$) : FOR I = 1 TO LC : A$ = MID$(CM$, I, 1) : IF
  A$ <> " " VB$ = VB$ + A$ : NEXT I
110 IF LEN(VB$) + 1 >= LEN(CM$) NO = 0 : GOTO 130
120 NO$ = RIGHT$(CM$, LC - I)
130 N1$ = NO$ : V1$ = VB$ : VB$ = LEFT$(VB$, 3) : NO$ = LEFT$(NO
  $, 3) : FOR I = 1 TO NV : IF VB$ = VB$(I) THEN VB = I : GOTO 1
  60 ELSE NEXT I : VB = 0
140 IF N1$ = "" NO$ = VB$
150 VB = 0 : GOTO 170
160 IF VB$ = CM$ THEN O = 0 : NO$ = "" : RETURN
170 FOR I = 1 TO NN : IF NO$ = NO$(I) THEN NO = I : RETURN ELSE
  NEXT I : NO = 0 : NO$ = "" : RETURN
180 PRINT@ 0, CHR$(30) : PRINT : PRINT : PRINT : PRINT : PRINT :
   II = 0 : IF LEFT$(P$(CP), 1) = "*" P$ = RIGHT$(P$(CP), LEN(P$
  (CP)) - 1) : II = 1 : GOTO 230
190 IF CP = 29 F1 = 1 ELSE IF CP = 31 F2 = 1
200 IF CP = 51 F4 = 1 ELSE IF CP = 6 F3 = 1
210 P$ = "I'M IN " + P$(CP)
220 IF CP - 1 AND OB(31, 0) <> - 1 CLS : PRINT@ 448, "HELP! NO A
  IR!!! CROAK." : FOR I = 1 TO 1000 : NEXT I : GOTO 1500
230 PRINT@ 64, P$ "." : K = 0 : FOR I = 1 TO LO : IF OB(I, 0) <>
   CP THEN 270
240 IF K = 0 PRINT "
VISIBLE ITEMS: ";
250 IF 3 + POS(0) + LEN(OB$(I)) > 63 PRINT
260 PRINT OB$(I)".  "; : K = K + 1
270 NEXT I : IF K > 0 PRINT
280 IF CP = 31 PRINT STRING$(63, 140) : RETURN
290 K = 0 : PRINT "
OBVIOUS EXITS ARE: "; : FOR I = 0 TO 3 : IF P(CP, I) = 0 THEN 32
  0
300 IF K > 0 PRINT ", ";
310 PRINT D$(I); : K = K + 1
```

```
320 NEXT I : PRINT "." : IF ZZ < 2 OR CP <> 5 THEN 350 ELSE FOR
  I = 1 TO LO
330 IF OB(I, 0) = - 1 AND I <> 31 OB(I, 0) = 29
340 NEXT I : PRINT "THE WHIRLPOOL SUCKED ALL MY BELONGINGS DOWN!
  !!" : ZZ = 1
350 PRINT STRING$(63, 140) : RETURN
360 ON VB GOTO 380, 450, 30, 570, 610, 670, 730, 750, 760, 820,
  830, 950, 960, 1060, 1070, 1090, 1500, 1100, 1140, 1210, 1230,
   2230, 1290, 1330, 1370, 450, 380, 1400, 1430, 1460
370 PRINT "I NEVER LEARNED HOW TO " CHR$(34)V1$ CHR$(34)" SOMETH
  ING." : GOTO 30
380 IF NO = 0 PRINT "I NEED A DIRECTION." : GOTO 30
390 IF NO > 8 THEN 1290
400 IF NO > 4 NO = NO - 4
410 NO = NO - 1 : IF P(CP, NO) = 0 PRINT "THERE IS NO WAY TO GO
  IN THAT DIRECTION." : GOTO 30
420 IF CP = 30 AND GF = 0 PRINT "THE GATE IS LOCKED." : GOTO 30
430 IF CP = 25 AND NO = 0 AND GF = 0 PRINT "THERE IS A GATE THAT
   BARS MY WAY. IT IS LOCKED." : GOTO 30
440 PRINT "OKAY, I WENT "D$(NO)"." : CP = P(CP, NO) : GOTO 30
450 IF CP <> OB(NO, 0) PRINT M0 : GOTO 30
460 IF NO = 10 OR NO = 13 OR NO = 14 OR NO = 16 OR NO = 18 OR NO
   = 22 OR NO = 36 PRINT M5 : GOTO 30
470 IF NO = 27 OR NO = 29 PRINT "IT IS TOO HEAVY." : GOTO 30
480 IF NO = 17 AND OB(16, 0) = CP PRINT "MANTA"M2 : GOTO 30
490 IF NO = 19 AND OB(18, 0) = CP PRINT "SQUID"M2 : GOTO 30
500 IF NO = 35 AND OB(36, 0) = CP PRINT "OCTOPUS"M2 : GOTO 30
510 IF OB(10, 0) = CP PRINT "EEL"M2 : GOTO 30
520 IF NO = 44 AND OB(42, 0) = CP PRINT "MINOTAUR"M2 : GOTO 30
530 IF NO = 32 PRINT "IT IS BEYOND MY REACH." : GOTO 30
540 IF ZZ + 1 > 7 PRINT "I'M CARRYING TOO MUCH. CLUE: DROP SOMET
  HING." : GOTO 30
550 IF OB(NO, 1) > 0 AND CP = 1 TS = TS - 1
560 ZZ = ZZ + 1 : OB(NO, 0) = - 1 : PRINT M6 : GOTO 30
570 IF ZZ = 0 PRINT "I'M NOT CARRYING ANYTHING." : GOTO 30 ELSE
  PRINT "CURRENTLY I'M CARRYING: "; : FOR I = 1 TO LO : IF OB(I,
   0) <> - 1 THEN 600
580 IF 3 + POS(0) + LEN(OB$(I)) > 63 PRINT
590 PRINT OB$(I)".  ";
600 NEXT I : PRINT : GOTO 30
610 IF (NOT BT) AND N1$ = "" N1$ = NA$
620 CLS : PRINT "SAVING..." : IF (NOT BT) OPEN "O", 1, N1$
630 FOR I = 1 TO LO : IF BT PRINT#-1, OB(I, 0) ELSE PRINT# 1, OB
  (I, 0)
640 NEXT I : IF BT PRINT#-1, CP, GF, ZZ, F1, F2, F3, F4, T, OB(3
  4, 1), OB(37, 1), NO$(22), OB$(34), OB$(37) ELSE PRINT# 1, CP;
   GF; ZZ; F1; F2; F3; F4; T; OB(34, 1), OB(37, 1), NO$(22); ","
  ; OB$(34); ","; OB$(37)
650 IF BT = 0 CLOSE
660 GOTO 30
670 IF (NOT BT) AND N1$ = ""N1$ = NA$
680 CLS : PRINT "RESTORING "N1$ "..." : IF (NOT BT) OPEN "I", 1,
   N1$
690 FOR I = 1 TO LO : IF BT INPUT#-1, OB(I, 0) ELSE INPUT# 1, OB
  (I, 0)
```

```
700 NEXT I : IF BT INPUT#-1, CP, GF, ZZ, F1, F2, F3, F4, T, OB(3
  4, 1), OB(37, 1), NO$(22), OB$(34), OB$(37) ELSE INPUT# 1, CP,
   GF, ZZ, F1, F2, F3, F4, T, OB(34, 1), OB(37, 1), NO$(22), OB$
  (34), OB$(37)
710 IF (NOT BT) CLOSE
720 GOTO 30
730 SC = 0 : FOR I = 1 TO LO : IF OB(I, 0) = 1 SC = SC + OB(I, 1
  )
740 NEXT I : PRINT "YOU HAVE"SC"POINTS OUT OF A MAXIMUM OF 170.
PLUS, YOU CAN GET A BONUS UP TO 30 POINTS WHEN YOU QUIT, MAKING
THE ACTUAL MAXIMUM 200." : GOTO 30
750 INPUT "DO YOU REALLY WANT TO QUIT NOW"; X$ : IF LEFT$(X$, 1)
   = "Y" THEN 1500 ELSE PRINT "I DIDN'T THINK SO." : GOTO 30
760 IF OB(NO, 0) <> - 1 PRINT M1 : GOTO 30
770 IF NO <> 34 PRINT "SORRY, I CAN ONLY THROW THE SPEAR." : GOT
  O 30
780 IF OB(9, 0) <> - 1 OR (OB(36, 0) - CP AND CP - OB(42, 0)) PR
  INT "THE SPEAR VANISHED IN MIDAIR." : ZZ = ZZ - 1 : OB(34, 0)
  = 0 : GOTO 30
790 IF CP - 4 THEN 810
800 PRINT "THE SPEAR PLUNGES INTO THE OCTOPUS' HEART AND THEN VA
  NISHES
ALONG WITH THE OCTOPUS!!!!" : OB(36, 0) = 0 : OB(34, 0) = 51 : Z
  Z = ZZ - 1 : GOTO 30
810 PRINT "THE SPEAR HITS THE MINOTAUR, AND HE VANISHES!!!" : OB
  (42, 0) = 0 : PRINT "THE SPEAR THEN TURNS TO PLATINUM!!!" : OB
  $(34) = ">>>A PLATINUM SPEAR<<<" : OB(34, 1) = 11 : OB(34, 0)
  = CP : ZZ = ZZ - 1 : GOTO 30
820 PRINT "YOU'LL HAVE TO BE MORE SPECIFIC." : GOTO 30
830 IF OB(NO, 0) <> - 1 AND OB(NO, 0) <> CP PRINT M0 : GOTO 30
840 IF NO - 43 AND NO - 11 AND NO - 12 AND NO - 17 AND NO - 21 A
  ND NO - 28 AND NO - 32 AND NO - 38 PRINT "THERE IS NO WRITING
  THERE."
850 PRINT "IT SAYS:"
860 IF NO = 11 PRINT "WHAT IS THOUGHT TO BE, ISN'T WHAT YOU SEE!
   NORI"
870 IF NO = 12 PRINT "CAPTAIN AHAB WAS HERE."
880 IF NO = 17 PRINT R1$ : PRINT R2$ : PRINT "SCRAPE IRON. NORI"

890 IF NO = 21 PRINT "LEE SAID POW AND DIED."
900 IF NO = 28 PRINT "USE CRUST TOOTHPASTE FOR SHARPER TEETH. (S
  NAP!)
SQUIDS HATE LOUD NOISES ( W O P T O N )"
910 IF NO = 32 PRINT "BRING >>>TREASURES<<< HERE & DROP THEM. SA
  Y SCORE"
920 IF NO = 43 PRINT "BEWARE THE FIERCE MINOTAUR! MINOS WAS AN E
  VIL KING!!"
930 IF NO = 38 PRINT "PUT SHOT IN GUN."
940 GOTO 30
950 PRINT "USE COMPASS POINTS, PLEASE." : GOTO 30
960 IF NO - 40 AND NO - 35 AND NO - 14 PRINT "I DON'T KNOW HOW T
  O OPEN SUCH A THING." : GOTO 30
970 IF NO = 40 PRINT "TRY UNLOCK GATE." : GOTO 30
980 IF NO <> 35 THEN 1030
990 IF OB(26, 0) <> - 1 PRINT "YOU DON'T HAVE THE NECESSARY RESO
  URCES." : GOTO 30
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1000 IF OB(36, 0) = CP PRINT "OCTOPUS"M2 : GOTO 30
1010 IF OB(38, 0) <> 0 PRINT "OK. IT'S EMPTY." : GOTO 30
1020 PRINT "OK. TWO THINGS FALL OUT! (TRY 'LOOK')" : OB(38, 0) =
   CP : OB(39, 0) = CP : GOTO 30
1030 IF OB(33, 0) <> - 1 PRINT "YOU DON'T HAVE THE RIGHT TOOLS!"
   : GOTO 30
1040 IF OB(37, 0) <> 0 PRINT "THE CLAM OPENS AND SHUTS. IT'S EMP
  TY." : GOTO 30
1050 PRINT "THE CLAM FLIES OPEN AND SOMETHING FALLS OUT, BUT IT
  SNAPS SHUT
AGAIN!!! TRY 'LOOK'." : OB(37, 0) = CP : GOTO 30
1060 PRINT "I'M NOT THE DESTRUCTIVE TYPE MYSELF..." : GOTO 30
1070 IF OB(18, 0) <> CP PRINT "NOTHING HAPPENED." : GOTO 30
1080 PRINT "THE SQUID WAS SO STARTLED HE RAN AWAY!!!" : OB(18, 0
  ) = 0 : GOTO 30
1090 PRINT "OKAY..."; N1$ : GOTO 30
1100 IF NO <> 29 PRINT "I KNOW NOT HOW TO LOAD SUCH A THING. SAY
   RESTORE TO START UP
A SAVED GAME." : GOTO 30
1110 IF CP <> 12 PRINT M0 : GOTO 30
1120 IF OB(20, 0) <> - 1 PRINT "I HAVE NOTHING TO LOAD IT WITH!!
  " : GOTO 30
1130 PRINT "OK." : OB(20, 0) = - 2 : ZZ = ZZ - 1 : GOTO 30
1140 IF NO - 10 AND NO - 14 AND NO - 16 AND NO - 18 AND NO - 22
  AND NO - 23 AND NO - 36 PRINT M3 : GOTO 30
1150 IF NO - 22 AND NO - 16 PRINT "IT'S NOT HUNGRY." : GOTO 30
1160 IF NO = 16 THEN 1190
1170 IF OB(30, 0) <> - 1 PRINT "I HAVE NO FOOD!!!" : GOTO 30
1180 PRINT "THE PIRANHAS GULP DOWN THE CUP AND...MUCH TO THEIR S
  UPRISE...
THEIR TEETH FALL OUT!!! THEY ARE NOW RENDERED HELPLESS. TRY
'LOOK'."
1181 OB(22, 0) = 0 : OB(23, 0) = CP : NO$(22) = "'" : OB(30, 0)
  = 0 : ZZ = ZZ - 1 : OB(24, 0) = CP : GOTO 30
1190 IF OB(23, 0) <> - 1 PRINT "HE LIKES THE IDEA...AND EATS ME
  UP!!! I'M DEAD." : FOR I = 1 TO 1500 : NEXT I : GOTO 1500
1200 PRINT "THE MANTA SWALLOWS UP THE PIRANHAS AND SWIMS AWAY."
  : ZZ = ZZ - 1 : OB(16, 0) = 0 : OB(23, 0) = 0 : GOTO 30
1210 IF OB(25, 0) <> - 1 PRINT "I HAVE NO SCISSORS." : GOTO 30
1220 PRINT "THE SCISSORS ARE TOO DULL TO CUT ANYTHING." : GOTO 3
  0
1230 IF NO - 40 AND NO - 35 PRINT "HOW?" : GOTO 30
1240 IF NO = 35 PRINT "TRY OPEN." : GOTO 30
1250 IF CP - 25 AND CP - 30 PRINT M0 : GOTO 30
1260 IF GF = 1 PRINT "IT IS ALREADY OPEN!!!" : GOTO 30
1270 IF OB(26, 0) <> - 1 PRINT "YOU DON'T HAVE THE KEY." : GOTO
  30
1280 PRINT M6 : GF = 1 : GOTO 30
1290 IF NO <> 27 PRINT "HOW?" : GOTO 30
1300 IF CP <> 9 AND CP <> 31 PRINT M0 : GOTO 30
1310 IF CP = 9 CP = 31 ELSE CP = 9
1320 GOTO 30
1330 IF NO <> 29 PRINT "HOW?" : GOTO 30
1340 IF CP <> 12 PRINT M0 : GOTO 30
1350 IF OB(20, 0) <> - 2 PRINT "IT'S NOT LOADED." : GOTO 30
```

```
1360 PRINT M6"..POW!!!!" : OB(20, 0) = 29 : OB(10, 0) = 0 : GOTO
   30
1370 IF NO <> 30 PRINT "COME NOW...BE SERIOUS." : GOTO 30
1380 IF OB(30, 0) <> - 1 PRINT M1 : GOTO 30
1390 PRINT "SMACK! GOOD!" : ZZ = ZZ - 1 : OB(30, 0) = 0 : GOTO 3
  0
1400 IF OB(NO, 0) <> - 1 PRINT M1 : GOTO 30
1410 ZZ = ZZ - 1 : PRINT M6 : OB(NO, 0) = CP : IF CP = 1 AND OB(
  NO, 1) > 0 TS = TS + 1
1420 GOTO 30
1430 IF OB(NO, 0) <> - 1 AND OB(NO, 0) <> CP PRINT M0 : GOTO 30
1440 IF NO <> 37 PRINT M6" NOTHING HAPPENED." : GOTO 30
1450 PRINT "WAIT A MINUTE...THIS STATUETTE ISN'T IRON...IT'S GOL
  D!!" : OB$(37) = ">>>A GOLD STATUETTE<<<" : OB(37, 1) = 16 : G
  OTO 30
1460 IF CP <> 31 PRINT "GEE! FUN!" : GOTO 30
1470 X = RND(4) : IF X = 2 THEN 1490
1480 CP = 9 : GOTO 30
1490 PRINT "WHOOOOOOOA...THUD. I'M DEAD." : FOR I = 1 TO 1000 :
  NEXT I : GOTO 1500
1500 CLS : GOSUB 1690 : FOR I = 1 TO LO : IF ABS(OB(I, 0)) = 1 F
  S = FS + OB(I, 1)
1510 NEXT I : IF T < 500 FS = FS + 5
1520 IF T < 400 FS = FS + 5
1530 IF T < 310 FS = FS + 10
1540 PRINT "YOU SCORED"FS"POINTS OUT OF 200." : IF FS = 0 PRINT
  "YOU ARE A PEE WEE CLASS ADVENTURER (THE LOWEST RANK)" : GOTO
  1630
1550 IF FS < 30 PRINT "ARE YOU VEGETABLE OR MINERAL? RANK 8" : G
  OTO 1630
1560 IF FS < 50 PRINT "NOT TOO GOOD, PAL! RANK 7" : GOTO 1630
1570 IF FS < 90 PRINT "YOU HAVE HAD A TASTE OF ADVENTURE. RANK 6
  " : GOTO 1630
1580 IF FS < 110 PRINT "YOU ARE A MASTER ADVENTURER CLASS C (RAN
  K 5)" : GOTO 1630
1590 IF FS < 150 PRINT "YOU ARE A MASTER ADVENTURER CLASS B (RAN
  K 4)" : GOTO 1630
1600 IF FS < 170 PRINT "YOU ARE A MASTER ADVENTURER CLASS A (RAN
  K 3)" : GOTO 1630
1610 IF FS < 190 PRINT "WOWEE! YOU ARE GREAT! YOU'LL SOON BE AN
  ADVENTURER
GRANDMASTER! ONE RANK AWAY... RANK 2" : GOTO 1630
1620 IF FS < 201 PRINT "TUM TUM-TUM TUM...TUM TE TUM TE DUM DE T
  UM...
A REAL ADVENTURER GRANDMASTER...BOY OH BOY! CAN I SHAKE YOUR
HAND??? YOU SHOULD "; : PRINT R1$ : PRINT R2$
1630 PRINT : PRINT : PRINT "PLAY AGAIN (Y/N)"
1640 A$ = INKEY$ : IF A$ = "Y" OR A$ = "N" THEN 1660
1650 GOTO 1640
1660 IF A$ = "Y" RUN
1670 END
1680 CLS : END
1690 IF F1 LET FS = FS + 2
1700 IF F2 LET FS = FS + 2
```

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1710 IF F2 LET FS = FS + 2
1720 IF F3 LET FS = FS + 4
1730 RETURN
1740 CP = 1 : NP = 51 : LO = 44 : NN = 44 : NV = 30 : DIM P$(NP)
  , P(NP, 3), OB(LO, 1), OB$(LO), NO$(NN), VB$(NV) : FOR I = 1 T
  O 31 : FOR J = 0 TO 3 : READ P(I, J) : NEXT J, I
1750 PRINT@ 640,; : A$ = "NEW IMPROVED VERSION !!" : FOR I = 1 T
  O LEN(A$) : PRINT MID$(A$, I, 1); : X = SQR(9999) : NEXT I
1760 P$(1) = "MY SUBMARINE DOCKED IN THE CITY OF ATLANTIS" : P$(
  2) = "A CORRIDOR FILLED WITH WATER" : P$(3) = "AN ALCOVE"
1761 P$(4) = "A CORAL REEF" : DATA 0, 0, 2, 0, 8, 0, 3, 1, 9, 0,
   4, 2, 10, 0, 5, 3
1770 P$(5) = "A WHIRLPOOL" : P$(6) = "THE HALL OF SPIRITS (MORE
  COMMONLY CALLED A GRAVEYARD)" : P$(7) = "*DEAD END"
1771 P$(8) = "A DINING ROOM" : DATA 11, 0, 0, 4, 13, 0, 7, 0, 0,
   8, 0, 0, 7, 2, 9, 0
1780 P$(9) = "*I'M ON THE STREET" : P$(10) = "*I'M AT THE END OF
   THE STREET" : P$(11) = "A DARK CAVE"
1781 P$(12) = "THE FORTRESS OF ATLANTIS" : DATA 15, 3, 10, 8, 0,
   4, 11, 9, 0, 5, 12, 10, 0, 0, 0, 11
1790 P$(13) = "CAPTAIN AHAB'S QUARTERS" : P$(14) = "A BARREN CHA
  MBER" : P$(15) = "A BARBER SHOP"
1791 P$(16) = "AN OLYMPIC FIELD" : DATA 16, 6, 0, 0, 17, 0, 15,
  0, 0, 9, 0, 14, 22, 13, 17, 0
1800 P$(17) = "A SUPPLY ROOM" : P$(18) = "THE SQUID'S CHAMBER" :
   P$(19) = "THE DRAWING ROOM"
1801 P$(20) = "THE ROYAL COLISEUM" : DATA 23, 14, 18, 16, 24, 0,
   19, 17, 25, 0, 20, 18, 0, 0, 21, 19
1810 P$(21) = "A TEMPLE" : P$(22) = "HALLWAY" : P$(23) = "OLD LI
  BRARY"
1811 P$(24) = "THE CLAM ROOM. THE WALLS ARE MADE OF CLAMSHELL" :
   DATA 26, 0, 0, 20, 27, 16, 0, 0, 0, 17, 24, 0, 29, 18, 0, 23
1820 P$(25) = "A RAIL STATION (SO >THIS< IS HOW THEY GOT AROUND!
  )" : P$(26) = P$(24) : P$(24) = "THE TOWN HALL"
1821 P$(27) = "THE KITCHEN." : P$(28) = "THE DINING HALL" : DATA
   30, 19, 0, 0, 0, 21, 0, 0, 0, 22, 28, 0, 0, 0, 0, 27
1830 P$(29) = "THE ELECTRIC EEL'S ROOM" : P$(30) = "THE JAIL. TH
  ERE IS A GATE TO THE SOUTH"
1831 P$(31) = "AT THE TOP OF A POST. LOOKING DOWN I SEE ONLY THE

STREET. THE WATER IS TOO MISTY TO SEE FAR AWAY"
1832 DATA 0, 0, 30, 0, 0, 25, 0, 0, 0, 0, 0, 0
1840 DATA N, S, E, W, NOR, SOU, EAS, WES, THR, EEL, BOO, PAP, TR
  A, CLA, MED, MAN, PLA, SQU, COI, SHO, JOU, PIR, PIR, TEE, SCI,
   KEY
1841 DATA POS, NEW, CAN, CUP, TAN, SIG, PIC, SPE, CHE, OCT, STA,
   NOT, PEA, GAT, GO, GET, LOO, INV, SAV, RES, SCO, QUI, THR, KI
  L
1842 DATA REA, ENT, OPE, HIT, YEL, SAY, ^, LOA, FEE, CUT, UNL, H
  EL, CLI, FIR, EAT
1850 FOR I = 1 TO 40 : READ NO$(I) : NEXT I : FOR I = 1 TO NV :
  READ VB$(I) : NEXT I : DATA TAK, SWI, DRO, SCR, JUM
1860 DATA A SPEAR THROWER, AN ELECTRIC EEL, A SMALL BOOK, A PAPE
  R WITH WRITING ON IT, A, A GIANT CLAM, >>>A JADE MEDALLION<<<
1861 DATA A BLACK MANTA, >>>A PLATINUM PLAQUE<<<, A GIANT SQUID,
   >>>MANY COINS<<<, AN IRON SHOTPUT, CAPTAIN AHAB'S JOURNAL
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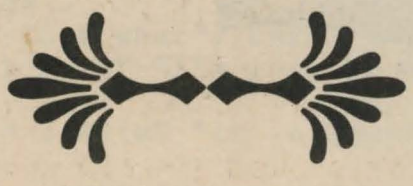
1870 DATA SOME FIERCE PIRANHAS, SOME HELPLESS PIRANHAS, >>>SOME
  VALUABLE PIRANHA TEETH<<<, >>>A PAIR OF GOLD SCISSORS<<<
1871 DATA >>>A SILVER KEY<<<, A TALL POST, AN OLD NEWSPAPER, AN
  OLD CANNON, A PEANUT BUTTER CUP
1872 DATA AN AIR TANK, A SIGN, >>>A PLATINUM PICK<<<, A STEEL SP
  EAR
1880 DATA A TREASURE CHEST, A FIERCE OCTOPUS, AN IRON STATUETTE,
   A NOTE
1881 DATA >>>A GLISTENING PEARL<<<, 27, 0, 29, 0, 23, 0, 24, 0,
  0, 0, 26, 0, 20, 10, 19, 0, 19, 15, 18, 0, 18, 20, 16, 0, 13,
  0, 14, 0, 0, 0, 0, 15, 15, 5, 8, 5, 9
1882 DATA 0, 11, 0, 12, 0, 1, 0, 1, 0, 1, 0, 3, 7, 3, 0, 4, 0, 4
  , 0, 0, 0, 0, 0, 0, 12
1890 FOR I = 9 TO 39 : READ OB$(I) : NEXT I : FOR I = 9 TO 39 :
  READ OB(I, 0), OB(I, 1) : NEXT I
1900 D$(0) = "NORTH" : D$(1) = "SOUTH" : D$(2) = "EAST" : D$(3)
  = "WEST"
1910 IF PEEK(16396) = 201BT = - 1 ELSE BT = 0
1920 P$(32) = "THE PILLARS OF HERCULES" : P(26, 0) = 32 : DATA 0
  , 26, 0, 33
1930 P$(33) = "PROMETHEUS' CHAMBER IN OLYMPIA" : P$(34) = "A STR
  ANGE ROOM WITH WALLS THAT SEEM TO COME ALIVE AS I
MOVE ABOUT"
1931 P$(35) = "*I'M ON THE EDGE OF A CLIFF. THE WATER BELOW ME I
  S TOO MISTY
TO SEE FAR DOWN. THERE MIGHT BE LIFE DOWN THERE..."
1940 P$(36) = "A DEEP, DARK, CORRIDOR. I CAN SEE NO CEILING FROM
   HERE,
ONLY MURKY WATER. THE WATER SEEMS TO BE MOVING EAST OF ME..."
1941 DATA 0, 34, 32, 0, 33, 36, 37, 35, 0, 0, 34, 0, 34, 0, 5, 0

1950 P$(37) = "THE HALL OF MIRRORS. ALL DIRECTIONS LOOK THE SAME
  ." : P$(38) = P$(37) : P$(39) = P$(37) : P$(40) = "AN AWKWARD
  CORRIDOR"
1951 DATA 37, 38, 39, 34, 37, 38, 38, 38, 40, 39, 39, 37, 42, 39
  , 0, 0
1960 FOR I = 41 TO 50 : P$(I) = "A LABYRINTH OF PASSAGES OBVIOUS
  LY DESIGNED BY
KING MINOS. IT IS RUMOR THAT THE MINOTAUR IS NEAR..."
1961 NEXT I : DATA 43, 41, 42, 41, 44, 40, 42, 41, 47, 41, 43, 4
  3, 48, 42, 45, 44, 49, 45, 45, 44, 50, 51, 0, 0, 47, 43, 48, 4
  7, 48, 44, 48, 47, 0, 45, 50, 0, 0, 46, 0, 49
1970 P$(51) = "*DEAD END" : DATA 46, 0, 0, 0
1980 FOR I = 32 TO NP : FOR J = 0 TO 3 : READ P(I, J) : NEXT J,
  I
1990 FOR I = 41 TO NN : READ NO$(I), OB$(I), OB(I, 0), OB(I, 1)
  : NEXT I
2000 DATA APP, >>>A GOLDEN APPLE<<<, 33, 10, MIN, A FIERCE MINOT
  AUR, 51, 0, SCR, AN ANCIENT SCROLL, 40, 0, FLE, >>>A GOLDEN FL
  EECE<<<, 51, 44
2010 R1$ = "TRY SOME OTHER GREG HASSETT ADVENTURES. THEY ARE:
JOURNEY TO THE CENTER OF THE EARTH     THE HOUSE OF SEVEN GABLES
ENTRY INTO KING TUT'S TOMB             SORCERER'S CASTLE
ENCHANTED ISLAND"
```

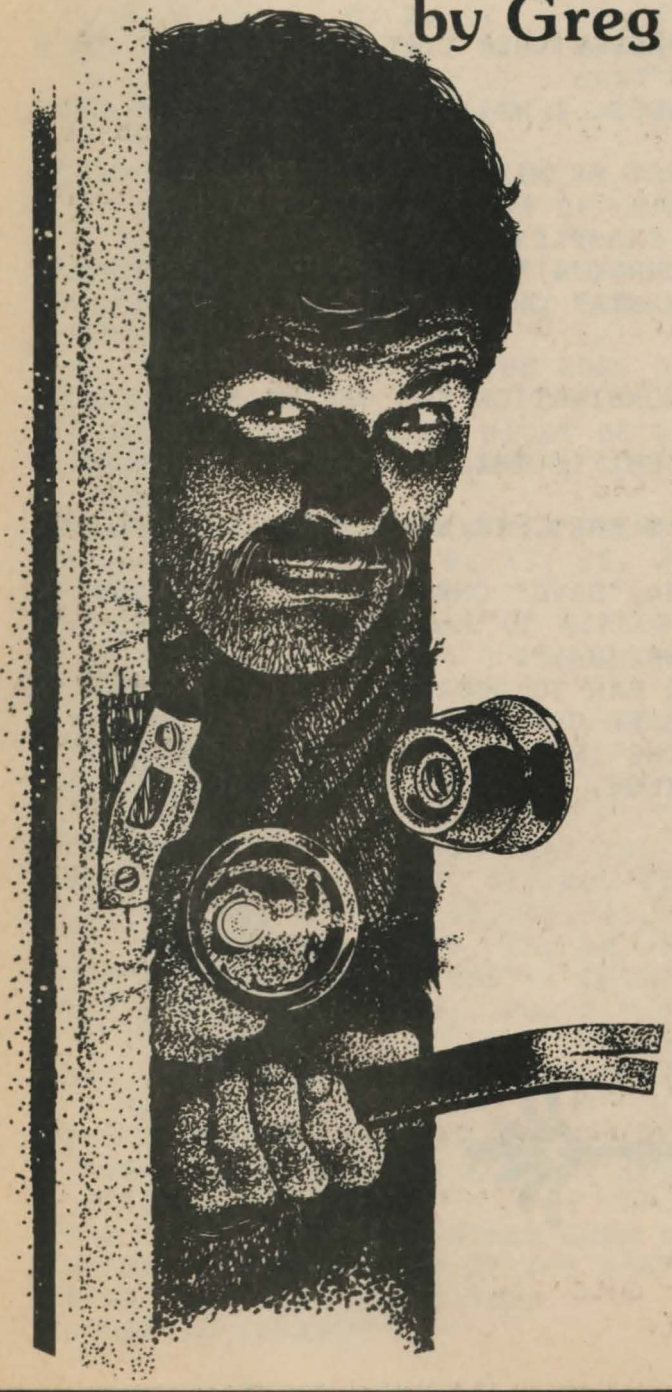
```
2020 R2$ = "CALL MAD HATTER SOFTWARE TO PLACE AN ORDER
           (617)-682-8131"
2030 IF BT = 0 CLS : INPUT "WHAT IS YOUR NAME"; NA$ : NA$ = LEFT
  $(NA$, 8) + "/AN5:1"
2040 GOSUB 2050 : GOTO 30
2050 CLS
2060 PRINT "*** ADVENTURE VERSION 6.5 COPYRIGHT (C)1980 BY GREG
  HASSETT ***"
2070 PRINT "****** 22 ALGONQUIN RD, CHELMSFORD, MASSACHUSETTS, 0
  1824 ******"
2080 PRINT
2090 PRINT "          WELCOME TO THE WONDERFUL WORLD OF ADVENTUR
  E!"
2100 PRINT
2110 PRINT "IN THIS " CHR$(34)"ADVENTURE" CHR$(34)" YOU ARE TO E
  XPLORE THE LOST CITY ATLANTIS"
2120 PRINT "IN SEARCH OF TREASURES. I WILL BE YOUR EYES AND HAND
  S DURING"
2130 PRINT "THE ADVENTURE. DIRECT ME WITH ORDINARY ENGLISH SENTE
  NCES OF ONE"
2140 PRINT "OR TWO WORDS. SOME EXAMPLES:"
2150 PRINT CHR$(34)"GET TANK" CHR$(34)" , " CHR$(34)"INVENTORY"
  CHR$(34)" , " CHR$(34)"KILL MANTA" CHR$(34)" , " CHR$(34)"DROP
   COINS" CHR$(34)
2160 PRINT
2170 PRINT "USE ANY VERB/NOUN COMBINATION YOU CAN THINK OF, BECA
  USE IN THIS"
2180 PRINT "GAME, *ANYTHING* GOES! IF THIS ADVENTURE IS TAKING Y
  OU A LONG"
2190 PRINT "TIME TO SOLVE, DON'T FRET. IT WAS DESIGNED TO DO SO.
   TO SAVE A"
2200 PRINT "GAME, TYPE " CHR$(34)"SAVE" CHR$(34)". TO RESTORE A
  GAME, TYPE ";
2210 PRINT CHR$(34)"RESTORE" CHR$(34)".
                PRESS THE SPACE BAR TO BEGIN...";
2220 IF INKEY$ = "" THEN 2220 ELSE CLS : RETURN
2230 PRINT "I CAN ONLY REPEAT THE INSTRUCTIONS. WOULD YOU LIKE T
  HAT"; : INPUT QQ$ : IF LEFT$(QQ$, 1) = "N" PRINT "OKAY." : GOT
  O 30
2240 GOSUB 2050 : GOTO 30
```



Chapter Fourteen

House of Seven Gables

by Greg Hassett



Note: The save game routine for this program is for tape only. Disk routines may be added by modifying lines 670 to 790.

```
10 CLEAR 50
20 DEFINT A - Z : DEFSTR A, R, Y
30 CLS : PRINT CHR$(23)
40 PRINT "The House of Seven Gables"
50 PRINT
60 PRINT "                    By Greg Hassett"
70 A = "I don't see it here." : R = "Don't be ridiculous." : Y =
   "I don't know that word." : CP = 2 : POKE 16553, 255 : GOTO 2
  550
80 GOTO 2470
90 IF RND(100) = 50 AND ZZ > 2 THEN 2150
100 IF RND(40) = 1 AND CP <> 2 AND CP <> 5 AND CP <> 21 AND CP <
  > 41 THEN 2230
110 GOSUB 2350 : MI = 0 : T = T + 1 : IF T = 50 OB$(27) = "a tar
  nished old compass"
120 IF NO > 40 NO = NO - 40
130 IF VB <> 25 AND VB > 10 AND NO$ = "" INPUT "Give me an objec
  t"; NO$ : GOSUB 2440
140 IF NO$ <> "" AND NO = 0 AND VB = 1 PRINT "I don't understand
   that!" : GOTO 110
150 IF T > 175 MI = MI - 10
160 IF T > 255 MI = MI - 15
170 IF NO = 0 AND NO$ <> "" PRINT Y : GOTO 110
180 IF VB <> 1 THEN 320
190 IF VB = 1 AND NO$ = "" INPUT "Where"; NO$ : GOSUB 2440
200 IF NO > 40 NO = NO - 40
210 IF NO < 7 THEN 240 : ELSE AB% = OB(NO, 0)
220 IF AB% > 10 AND AB% < 18) OR ABS(CP - AB%) > 3 OR CP = 2 OR
  AB% = 0 PRINT "I don't know how to apply that word here." : GO
  TO 110
230 CP = AB% : GOTO 80
240 IF OB(27, 0) <> - 1 PRINT "I can't understand compass points
   without a compass!" : GOTO 110
250 IF P(CP, NO - 1) = 0 PRINT "There is no way to go in that di
  rection." : GOTO 110
260 IF CP = 2 AND NO = 2 PRINT "The door is locked. I think I ca
  n get by it, though." : GOTO 110
270 IF CP = 6 AND NO = 3 AND DF = 0 PRINT "The door to that way
  is closed." : GOTO 110
280 IF CP = 9 AND OB(9, 0) = 9 AND NO = 1 PRINT "The vampire won
  't let me go north!" : GOTO 110
290 IF CP = 38 AND NO = 6 AND OB(18, 0) <> 0 P(5, 0) = 2
300 IF CP = 5 AND FF = 1 AND P(5, 0) = 2 AND NO = 1 CLS : PRINT
  "You made it!" : GOTO 2300
310 CP = P(CP, NO - 1) : GOTO 80
320 IF VB <> 2 THEN 480
330 IF NO$ = "" INPUT "Get what"; OB$ : GOSUB 2440
340 IF OB(NO, 0) = - 1 PRINT "I'm already carrying that!!!" : GO
  TO 110
350 IF NO = 7 AND CP = 2 PRINT "It is impossible to remove." : G
  OTO 110
360 IF NO = 0 PRINT Y : GOTO 110
370 IF OB(NO, 0) <> CP PRINT A : GOTO 110
380 IF NO = 31 PRINT R : GOTO 110
```

```
390 IF NO = 9 PRINT "You can't be serious!" : GOTO 110
400 IF NO = 40 PRINT "I cannot pull it out of it's socket." : GO
  TO 110
410 IF NO = 14 PRINT "My, that's heavy. Too heavy to carry, in f
  act." : GOTO 110
420 IF NO = 16 PRINT "It is in a big pot that I can't lift." : G
  OTO 110
430 IF NO = 22 PRINT "Be serious." : GOTO 110
440 IF NO = 26 PRINT "The cat vanished, saying "; CHR$(34); "I w
  ill return..."; CHR$(34) : OB(26, 0) = RND(40) : GOTO 110
450 IF ZZ > 5 PRINT "I can't carry any more. Clue: Drop somethin
  g." : GOTO 110
460 ZZ = ZZ + 1
470 OB(NO, 0) = - 1 : PRINT "You got it." : GOTO 110
480 IF VB = 3 THEN 80
490 IF VB <> 4 THEN 530
500 ZZ = 0 : PRINT "Currently, I am carrying:" : FOR I = 8 TO LO
   : IF OB(I, 0) = - 1 PRINT OB$(I) : ZZ = ZZ + 1
510 NEXT I : IF ZZ = 0 PRINT "Nothing!"
520 GOTO 110
530 IF VB <> 5 THEN 580
540 J = 0 : FOR I = 1 TO LO : IF OB(I, 0) = 5 J = J + OB(I, 1)
550 NEXT I : J = J + MI
560 PRINT "Out of a maximum of 160 points, you have"; J; "points
  ."
570 GOTO 110
580 IF VB <> 6 THEN 650
590 IF NO$ = "" INPUT "Drop what"; NO$ : GOSUB 2440
600 IF OB(NO, 0) <> - 1 PRINT "I am not holding it." : GOTO 110
610 PRINT "All right."
620 ZZ = ZZ - 1
630 OB(NO, 0) = CP
640 GOTO 110
650 IF VB = 7 PRINT "I cannot give you help. It is against my re
  ligion." : GOTO 110
660 IF VB <> 8 THEN 730
670 CLS : INPUT "Press <ENTER> when cassette preparations are ma
  de "; XX$
680 FOR I = 8 TO LO : IF OB$(I) = "" THEN 700
690 PRINT#-1, OB(I, 0)
700 NEXT I
710 PRINT#-1, CP, FF, ZZ, T, P(5, 0), DF
720 GOTO 110
730 IF VB <> 9 THEN 800
740 CLS : INPUT "Press <ENTER> when cassette preparations are ma
  de "; XX$
750 FOR I = 8 TO LO : IF OB$(I) = "" THEN 770
760 INPUT#-1, OB(I, 0)
770 NEXT I
780 INPUT#-1, CP, FF, ZZ, T, P(5, 0), DF
790 GOTO 80
800 IF VB <> 10 THEN 840
810 INPUT "Do you really want to quit now"; QN$
820 QN$ = LEFT$(QN$, 1) : IF QN$ = "N" THEN 110
```

```
830 GOTO 2300
840 IF VB <> 11 THEN 910
850 IF OB$(NO) = "" AND NO <> 7 PRINT R : GOTO 110
860 IF NO = 7 THEN 890
870 IF OB(NO, 0) <> - 1 PRINT A : GOTO 110
880 IF NO <> 7 PRINT "I can't ring "OB(NO); "!!" : GOTO 110
890 IF CP <> 2 PRINT "I see no bell here!" : GOTO 110
900 PRINT "The door flies open and I am swept inside.
The door vanishes, leaving no visible way out!" : FF = 1 : CP =
  5 : GOTO 110
910 IF VB <> 12 THEN 980
920 IF NO = 8 AND OB(10, 0) <> 0 PRINT "It is already full." : G
  OTO 110
930 IF OB(NO, 0) <> - 1 PRINT "I'm not holding it right now." :
  GOTO 110
940 IF NO <> 8 AND NO <> 29 PRINT "I can't fill that!" : GOTO 11
  0
950 IF CP <> 3 PRINT "There is nothing to fill it with here." :
  GOTO 110
960 IF NO = 29 PRINT "No, I value my life and that fluid that wa
  s in there might react with the water..." : GOTO 110
970 IF NO = 8 PRINT "Your bucket is now full." : OB(8, 0) = 0 :
  OB(10, 0) = - 1 : GOTO 110
980 IF VB <> 13 THEN 1040
990 IF NO <> 27 AND NO <> 26 AND NO <> 9 AND NO <> 13 AND NO <>
  31 PRINT "It isn't alive!" : GOTO 110
1000 IF OB(NO, 0) <> CP PRINT A : GOTO 110
1010 IF NO = 9 PRINT "I don't think it would approve." : GOTO 11
  0
1020 IF NO = 27 PRINT "It doesn't take too favorably to the idea
  ." : GOTO 110
1030 PRINT "You'll have to be more specific." : GOTO 110
1040 IF VB <> 14 THEN 1100
1050 IF NO = 0 PRINT "Throw what?" : GOTO 110
1060 IF OB(NO, 0) <> - 1 PRINT "I'm not holding it!" : GOTO 110
1070 IF NO <> 24 AND NO <> 10 THEN 600
1080 IF CP = 38 AND NO = 10 PRINT "The witch has vanished!" : OB
  (18, 0) = 38 : PRINT "Her hat remains." : OB(31, 0) = 0 : OB(1
  0, 0) = 0 : OB(8, 0) = - 1 : GOTO 110
1090 GOTO 600
1100 IF VB <> 15 THEN 1160
1110 IF NO = 0 PRINT "Show what?" : GOTO 110
1120 IF OB(NO, 0) <> - 1 PRINT "I'm not carrying it!" : GOTO 110

1130 IF NO <> 11 PRINT "Nothing happened." : GOTO 110
1140 IF OB(9, 0) <> 25 PRINT "Nothing exciting happened." : GOTO
   110
1150 PRINT "The vampire scurries off saying:
You haven't seen the end of me yet!!!" : OB(9, 0) = 9 : GOTO 110

1160 IF VB <> 16 THEN 1230
1170 IF NO <> 9 AND NO <> 13 AND NO <> 31 PRINT "That is stupid.
  " : GOTO 110
1180 IF OB(NO, 0) <> CP PRINT A : GOTO 110
```

```
1190 IF OB(23, 0) <> - 1 PRINT "I don't have any food, stupid!"
  : GOTO 110
1200 IF NO = 9 AND OB(23, 0) <> - 1 PRINT "He only likes bananas
  ." : GOTO 110
1210 IF NO = 9 PRINT "He wharfs down your banana and eats the pe
  el, too!" : OB(23, 0) = 0 : GOTO 110
1220 PRINT "She grabs the banana and throws it into the brew." :
   OB(23, 0) = 0 : GOTO 110
1230 IF VB <> 17 THEN 1290
1240 IF OB(NO, 0) <> - 1 AND OB(NO, 0) <> CP PRINT "I don't see
  it here." : GOTO 110
1250 IF NO = 11 PRINT "I don't want to have bad breath." : GOTO
  110
1260 IF NO <> 12 AND NO <> 23 PRINT R : GOTO 110
1270 IF OB(NO, 0) <> - 1 PRINT "I'm not carrying it." : GOTO 110

1280 PRINT "Munch, munch, munch. Good!" : OB(23, 0) = 0 : OB(24,
   0) = - 1 : GOTO 110
1290 IF VB <> 18 THEN 1410
1300 IF NO = 0 PRINT "je ne comprends pas. (I don't understand.)
  " : GOTO 110
1310 IF NO <> 14 AND NO <> 22 AND NO <> 33 PRINT "That is beyond
   my capabilities." : GOTO 110
1320 IF CP <> 25 AND NO = 14 PRINT "I see no coffin to open here
  !" : GOTO 110
1330 IF CP = 25 AND OB(9, 0) = CP AND NO = 14 PRINT "The vampire
   won't let me!" : GOTO 110
1340 IF NO = 14 AND CP = 25 PRINT "The coffin is open." : CF = 1
   : IF OB(35, 0) = 0 OB(35, 0) = 25 : GOTO 110 ELSE 110
1350 IF NO <> 22 THEN 1390
1360 IF CP = 2 PRINT "It is locked. Maybe these people(?) are fr
  iendly, so try ringingthe bell." : GOTO 110
1370 IF CP = 6 PRINT "I cannot. There is no doorknob and no keyh
  ole. However, it is  quite possible that I can get by it." :
  GOTO 110
1380 PRINT "I don't see no door here." : GOTO 110
1390 IF OB(33, 0) = - 1 PRINT "Try UNFOLD AIRPLANE." : ELSE PRIN
  T "I have no airplane."
1400 GOTO 110
1410 IF VB <> 20 THEN 1500
1420 IF NO = 22 AND (CP = 2 OR CP = 6) THEN 1450
1430 IF NO = 0 PRINT "Chop what? I don't understand!" : GOTO 110

1440 IF OB(NO, 0) <> CP PRINT "I don't see it here." : GOTO 110
1450 IF OB(39, 0) <> - 1 INPUT "With what, my bare hands"; BH$ :
   IF LEFT$(BH$, 1) = "Y" PRINT "I don't know Karate!" : GOTO 11
  0
1460 IF OB(39, 0) <> - 1 PRINT "All right, then!" : GOTO 110
1470 IF NO <> 22 PRINT "That is beyond my power." : GOTO 110
1480 IF CP <> 2 AND CP <> 6 PRINT "I see no door here." : GOTO 1
  10
1490 PRINT "The door is chopped to pieces." : DF = 1 : GOTO 110
1500 IF VB <> 19 THEN 1580
1510 IF NO <> 22 AND NO <> 38 AND NO <> 14 PRINT "That is ridicu
  lous." : GOTO 110
```

```
1520 IF NO = 14 AND CP <> 25 PRINT "I see no coffin to close her
  e." : GOTO 110
1530 IF NO = 14 AND CP = 25 PRINT "The coffin is closed." : CF =
   0 : GOTO 110
1540 IF NO = 22 AND CP = 2 PRINT "It is already closed." : GOTO
  110
1550 IF NO = 22 AND CP = 5 PRINT "The door vanished, remember?"
  : GOTO 110
1560 IF NO = 22 AND CP = 6 AND DF = 1 PRINT "Closing a bunch of
  wood scraps is beyond my power." : GOTO 110
1570 IF NO = 22 PRINT "I see no door here." : GOTO 110
1580 IF VB <> 21 THEN 1630
1590 IF NO = 0 PRINT Y : GOTO 110
1600 IF NO <> 15 PRINT "Why do you keep telling me to do dumb th
  ings?" : GOTO 110
1610 IF OB(15, 0) <> - 1 PRINT "I'm not holding them!" : GOTO 11
  0
1620 PRINT "Okay...
Poof!
The chemicals transformed themselves into an orange bubbling
liquid..." : CF = 1 : GOTO 110
1630 IF VB <> 22 THEN 1790
1640 IF NO <> 16 AND NO <> 10 AND NO <> 28 AND NO <> 15 PRINT "Y
  ou can't be serious." : GOTO 110
1650 IF NO = 16 AND CP = 38 PRINT "I don't think I should. (Ther
  e's an old shoe in it!)" : GOTO 110
1660 IF NO = 10 AND OB(10, 0) = - 1 PRINT "Okay!
Gulp, gulp, gulp.!" : GOTO 110
1670 IF NO = 28 AND OB(28, 0) = - 1 PRINT "All right.
Poof!
Oh, my!
Where am I??
Oh, my!
All my possessions were lost in the dense cloud
of greasy black smoke."
1680 IF NO <> 28 OR OB(28, 0) <> - 1 THEN 1770
1690 FOR I = 8 TO LO
1700 IF OB$(I) = "" THEN 1730
1710 IF OB(I, 0) <> - 1 AND OB(I, 0) <> 5 THEN 1730
1720 OB(I, 0) = RND(38)
1730 NEXT I
1740 OB(28, 0) = 0 : OB(29, 0) = - 1
1750 ZZ = 1
1760 GOTO 110
1770 IF NO = 15 PRINT "I don't want to try that." : GOTO 110
1780 PRINT "I can't do that yet." : GOTO 110
1790 IF VB <> 23 THEN 1850
1800 IF NO = 22 AND (CP = 2 OR CP = 6) THEN 1820
1810 IF OB(NO, 0) <> - 1 AND OB(NO, 0) <> CP PRINT "I don't see
  it here." : GOTO 110
1820 IF NO <> 9 AND NO <> 13 AND NO <> 31 PRINT "I don't want to
   hit the "; NO$; "." : GOTO 110
1830 IF NO = 9 PRINT "Hit him yourself! I'm sure not gonna!" : G
  OTO 110
```

```
1840 PRINT "Yuch! She's got warts all over her!" : GOTO 110
1850 IF VB = 24 PRINT "All right..."; NO$ : GOTO 110
1860 IF VB = 25 PRINT "You have used"; T; "turns so far." : GOTO
   110
1870 IF VB <> 26 THEN 1930
1880 IF NO <> 10 AND NO <> 28 AND NO <> 15 PRINT "Don't be dumb.
  " : GOTO 110
1890 IF NO = 10 AND OB(10, 0) = - 1 PRINT "Your bucket is empty
  and the ground is wet." : OB(10, 0) = 0 : OB(8, 0) = - 1 : GOT
  O 110
1900 IF NO = 28 PRINT "You are stuck with an empty test tube now
  ." : OB(28, 0) = 0 : OB(29, 0) = - 1 : GOTO 110
1910 IF NO = 15 AND OB(15, 0) = - 1 PRINT "The chemicals reacted
   with the dust and I got lost in a thick  cloud of orange smo
  ke. I suggest you LOOK." : CP = 12 : GOTO 110
1920 PRINT "I am not carrying it right now." : GOTO 110
1930 IF VB = 27 PRINT "I'm not Rocky, you know." : GOTO 110
1940 IF VB <> 29 THEN 1980
1950 IF NO <> 33 PRINT "Give me a break!" : GOTO 110
1960 IF OB(33, 0) <> - 1 PRINT "I'm not holding an airplane!" :
  GOTO 110
1970 PRINT "OK." : OB(33, 0) = 0 : OB(34, 0) = - 1 : GOTO 110
1980 IF VB <> 28 THEN 2050
1990 IF OB(NO, 0) <> CP AND OB(NO, 0) <> - 1 PRINT "I don't see
  it and I'm not holding it." : GOTO 110
2000 IF NO <> 34 AND NO <> 32 AND NO <> 19 PRINT "There is no wr
  iting there." : GOTO 110
2010 IF OB(NO, 0) <> - 1 PRINT "I don't have it with me." : GOTO
   110
2020 IF NO = 32 PRINT "It says:
Nottub sserp" : GOTO 110
2030 IF NO = 34 PRINT "It reads:
Remember the Wizard of Oz." : GOTO 110
2040 PRINT "They are written in witchish." : GOTO 110
2050 IF VB = 30 PRINT "Try OPEN." : GOTO 110
2060 IF VB <> 31 THEN 2120
2070 IF OB(NO, 0) <> CP PRINT A : GOTO 110
2080 IF NO <> 9 AND NO <> 31 PRINT "Be serious." : GOTO 110
2090 IF OB(35, 0) <> - 1 PRINT "I don't have a knife!" : GOTO 11
  0
2100 IF NO = 31 PRINT "The knife vanishes when it touches her."
  : OB(35, 0) = 0 : GOTO 110
2110 PRINT "The vampire dies and then vanishes." : OB(9, 0) = 0
  : GOTO 110
2120 IF NO <> 40 PRINT "That's idiotic..." : GOTO 110
2130 IF CP <> 37 PRINT "I see no button here." : GOTO 110
2140 CP = 38 : GOTO 80
2150 PRINT "Oh, my!
A ghost pops out and says:
Throw me some treasure!" : GOSUB 2350
2160 IF VB <> 16 OR NO <> 13 THEN 2180
2170 IF OB(23, 0) = 0 PRINT "I have no food." : ELSE PRINT "He e
  ats the banana and vanishes." : OB(23, 0) = 0 : OB(24, 0) = CP
   : GOTO 110
```

```
2180 IF VB <> 14 PRINT "He is getting mad!" : GOSUB 2350
2190 IF VB <> 14 PRINT "He has killed me!" : GOTO 2300
2200 IF OB(NO, 0) <> -1 PRINT "I'm not holding it." : GOSUB 235
  0 : GOTO 2180
2210 IF OB(NO, 1) = 0 PRINT "He growls:
Not good enough!
and throws it back." : GOSUB 2350 : GOTO 2180
2220 PRINT "He snatches the treasure and runs away." : ZZ = ZZ -
   1 : OB(NO, 0) = 0 : GOTO 110
2230 PRINT "Heavens! A one-eyed ghoul popped out!"
2240 INPUT "What am I to do"; CM$ : GOSUB 2360
2250 IF VB <> 14 OR NO <> 15 THEN 2290
2260 IF OB(15, 0) <> -1 PRINT "I don't have them!" : GOTO 2290
2270 IF CF = 0 PRINT "They weren't mixed!" : GOTO 2290
2280 PRINT "The ghoul melts to nothing." : OB(15, 0) = CP : GOTO
   110
2290 PRINT "The ghoul kills me!" : GOTO 2300
2300 J = 0 : FOR I = 8 TO LO : IF OB(I, 0) = 5 J = J + OB(I, 1)
2310 NEXT I
2320 J = J + MI
2330 PRINT "Out of a maximum of 160 points, you scored"; J; "poi
  nts,
using"; T; "turns." : PRINT : INPUT "Do you wish to play this ad
  venture again"; AG$ : AG$ = LEFT$(AG$, 1) : IF AG$ = "Y" THEN
  RUN : ELSE IF AG$ <> "N" THEN 2300
2340 END
2350 INPUT "****** What should I do"; CM$
2360 NO$ = "" : VB$ = "" : VB = 0 : NO = 0
2370 LC = LEN(CM$) : FOR I = 1 TO LC : IF MID$(CM$, I, 1) <> " "
  VB$ = VB$ + MID$(CM$, I, 1) : NEXT I
2380 V1$ = VB$
2390 VB$ = LEFT$(VB$, 3)
2400 FOR I = 1 TO NV : IF VB$(I) = VB$ VB = I : GOTO 2420 ELSE N
  EXT I
2410 VB = 1 : NO$ = VB$ : GOTO 2440
2420 IF LEN(V1$) + 1 >= LEN(CM$) NO = 0 : RETURN
2430 NO$ = RIGHT$(CM$, LEN(CM$) - 1 - LEN(V1$))
2440 NO$ = LEFT$(NO$, 3) : FOR I = 1 TO NN : IF NO$ = NO$(I) THE
  N 2460 ELSE NEXT I
2450 NO = 0 : RETURN
2460 NO = I : RETURN
2470 CLS
2480 PRINT P$(CP)
2490 FOR I = 8 TO LO : IF OB(I, 0) = CP PRINT "There is "; OB$(I
  ); " here."
2500 NEXT I
2510 FL = 0 : IF OB(27, 0) <> -1 THEN 2530 : ELSE PRINT "I can
  go -- "; : FOR I = 0 TO 5 : IF P(CP, I) <> 0 PRINT NO$(41 + I)
  ; " "; : FL = 1
2520 NEXT I : IF FL = 0 PRINT "nowhere!" : ELSE PRINT
2530 PRINT "-----------------------------------------------------
  -----------";
2540 GOTO 90
2550 NN = 46 : LO = 40 : P = 40 : NV = 32 : DIM NO$(NN), OB$(LO)
  , OB(LO, 1), P$(P), P(P, 5), VB$(NV)
```

```
2560 P$(1) = "I'm at the second gable." : DATA 0, 4, 0, 0, 0, 0
2570 P$(2) = "I'm outside a house with seven gables. There is a
  doorbell      beside the door." : DATA 0, 5, 0, 0, 0, 0
2580 P$(3) = "I'm in the kitchen. There is a sink with a working
   spicket here." : DATA 0, 6, 0, 0, 0, 0
2590 P$(4) = "I'm in the guest room. (I don't want to be a perma
  nent guest!" : DATA 1, 0, 5, 8, 0, 0
2600 P$(5) = "I'm in the living room." : DATA 0, 9, 6, 4, 0, 0
2610 P$(6) = "I'm in the dining room." : DATA 3, 0, 7, 5, 0, 0
2620 P$(7) = "I'm at the bottom of a stairwell." : DATA 0, 0, 0,
   6, 29, 0
2630 P$(8) = "I'm at the first gable. It overlooks a huge yard o
  f tall grass." : DATA 0, 0, 4, 0, 0, 0
2640 P$(9) = "I'm at the top of a staircase." : DATA 5, 0, 0, 10
  , 0, 20
2650 P$(10) = "I'm in a dark storage closet.
A hollow voice says: Mix them." : DATA 0, 0, 9, 0, 0, 0
2660 P$(11) = "I'm in a mad scientist's laboratory." : DATA 0, 0
  , 0, 0, 0, 12
2670 P$(12) = "I'm in a maze of hallways." : DATA 0, 16, 12, 12,
   11, 15
2680 DATA 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
2690 P$(15) = P$(12) : DATA 15, 17, 15, 16, 0, 0
2700 P$(16) = P$(12) : DATA 15, 16, 12, 16, 16, 16
2710 P$(17) = P$(12) : DATA 15, 0, 18, 0, 0, 0
2720 P$(18) = "I'm at the west end of the hallway." : DATA 19, 0
  , 23, 17, 0, 0
2730 P$(19) = "I'm in a dungeon. A crude note on the wall reads:

You can't get out without killing me first!
                                        -- Witchy-poo" : DATA 0,
  18, 19, 19, 19, 19
2740 P$(20) = "I'm at the bottom of a staircase." : DATA 0, 23,
  0, 0, 9, 0
2750 DATA 0, 0, 0, 0, 0, 0
2760 P$(22) = "I'm in a barren library." : DATA 0, 24, 0, 0, 0,
  0
2770 P$(23) = "I'm in the center of a long East-West hallway." :
   DATA 20, 0, 24, 18, 0, 0
2780 P$(24) = "I'm at the east end of the hallway." : DATA 22, 0
  , 25, 23, 0, 0
2790 P$(25) = "I'm in Dracula's chamber." : DATA 0, 0, 0, 24, 0,
   0
2800 P$(26) = "I'm in a broom closet. Exciting." : DATA 0, 0, 0,
   27, 0, 0
2810 P$(27) = "I'm at the fourth gable." : DATA 28, 0, 0, 26, 0,
   0
2820 P$(28) = "I'm at gable five." : DATA 0, 27, 29, 0, 0, 0
2830 P$(29) = "I'm at the top of a staircase." : DATA 0, 0, 0, 2
  8, 0, 32
2840 P$(30) = "I'm in a bedroom." : DATA 0, 0, 31, 33, 0, 0
2850 P$(31) = "I'm in a dusty old chamber. Looks like a dilapida
  ted bedroom." : DATA 0, 34, 32, 30, 0, 0
2860 P$(32) = "I'm at the sixth gable." : DATA 0, 0, 0, 31, 0, 0
```

```
2870 P$(33) = "I'm at the third gable." : DATA 0, 0, 34, 30, 0,
  0
2880 P$(34) = "I'm at one end of a hallway." : DATA 31, 40, 35,
  0, 0, 0
2890 P$(35) = "I'm in the middle of a hallway." : DATA 0, 0, 36,
   34, 0, 0
2900 P$(36) = P$(34) : DATA 32, 0, 37, 35, 0, 0
2910 P$(37) = "I'm in a room with a pedestal in the middle. Atop
   the pedestal  is a large button." : DATA 0, 0, 0, 36, 0, 39
2920 P$(38) = "I'm in the witch's chamber." : DATA 0, 0, 0, 0, 0
  , 5
2930 P$(39) = "I'm at the seventh gable." : DATA 37, 0, 0, 0, 0,
  0
2940 P$(40) = "I'm in a mammoth art gallery." : DATA 34, 0, 0, 0
  , 0, 0
2950 OB$(8) = "an empty bucket" : DATA 6, 0:OB$(9) = "a mean loo
  king vampire" : DATA 25, 0:OB$(10) = "a bucket of water" : DAT
  A 0, 0
2960 OB$(11) = "some fresh garlic" : DATA 3, 0
2970 OB$(14) = "a coffin" : DATA 25, 0:OB$(15) = "some chemicals
  " : DATA 11, 0
2980 OB$(16) = "a pot of witch's brew" : DATA 38, 0
2990 OB$(18) = "a black hat" : DATA 0, 50:OB$(19) = "some valuab
  le recipies" : DATA 26, 15
3000 OB$(20) = "some silver candlesticks" : DATA 6, 10
3010 OB$(23) = "a banana" : DATA 3, 0:OB$(24) = "a banana peel"
  : DATA 0, 0
3020 OB$(25) = "a sparkling diamond" : DATA 39, 15:OB$(26) = "a
  black cat" : DATA 1, 0
3030 OB$(27) = "a shiny compass" : DATA 2, 0
3040 OB$(28) = "a test tube of fluid" : DATA 33, 0:OB$(29) = "an
   empty test tube" : DATA 0, 0
3050 OB$(30) = "a beautiful rose" : DATA 29, 10:OB$(31) = "an ug
  ly witch" : DATA 38, 0:OB$(32) = "a book titled Primeval Witch
  craft" : DATA 22, 0
3060 OB$(33) = "a paper airplane" : DATA 32, 0:OB$(34) = "a piec
  e of paper with writing on it" : DATA 0, 0
3070 OB$(35) = "Sulton's dagger" : DATA 0, 35:OB$(36) = "a price
  less Rembrant" : DATA 40, 20
3080 OB$(39) = "an old rusty axe" : DATA 15, 5
3090 FOR I = 1 TO P : FOR J = 0 TO 5 : READ P(I, J) : NEXT J, I
3100 FOR I = 8 TO LO
3110 IF OB$(I) = "" THEN 3130
3120 READ OB(I, 0), OB(I, 1)
3130 NEXT I
3140 DATA NOR, SOU, EAS, WES, UP, DOW, BEL, BUC, VAM, WAT, GAR,
  FOO, GHO, COF, CHE, BRE, CUP, HAT, REC, CAN, KEY, DOO, BAN, PE
  E, DIA, CAT, COM, FLU, TUB, ROS, WIT, BOO, AIR, PAP, DAG, REM,
   CAG, GAT, AXE, BUT, N, S, E, W, U, D
3150 FOR I = 1 TO NN : READ NO$(I) : NEXT I
3160 DATA GO, GET, LOO, INV, SCO, DRO, HEL, SAV, LOA, QUI, RIN,
  FIL, KIL, THR, SHO, FEE, EAT, OPE, CLO, CHO, MIX, DRI, HIT, SA
  Y, TUR, DUM, FIG, REA, UNF, UNL, STA, PRE
3170 FOR I = 1 TO NV : READ VB$(I) : NEXT I
3180 GOTO 80
```

Chapter Fifteen

Sorcerer's Castle

by Greg Hassett

Note: The save game routine for this program is for disk only. Tape routines may be created by modifying lines 480 and 490.

```
10 CLS : PRINT CHR$(23); "



 SORCERER'S CASTLE ADVENTURE
       BY GREG HASSETT"
20 CLEAR 980 : ON ERROR GOTO 1420 : POKE 16553, 255 : DEFINT A -
   Z : DEFSTR S : CP = 49 : S1 = "I DON'T SEE IT HERE." : S2 = "
  DON'T BE RIDICULOUS." : GOTO 1710
30 GOTO 1520
40 IF RND(85) = 20 THEN 1180
50 IF ZZ > 2 AND RND(100) = 50 THEN 1250
60 IF RND(27) = 8 THEN 1340
70 T = T + 1 : GOSUB 1440 : IF VB$ = "ALA" IF CP = 32 CP = 17 :
  GOTO 30 ELSE PRINT "NOTHING HAPPENED." : GOTO 70
80 IF VB = - 1 AND (NO > 21 AND NO < 30) VB = 1
90 IF NO$ = "JES" PRINT "I SEE NO JESTER HERE." : GOTO 70
100 IF VB$ = "CRO" IF (CP = 52 OR CP = 53) IF CP = 53 CP = 52 :
  GOTO 30 ELSE CP = 53 : GOTO 30
110 IF VB$ = "TUR" PRINT "YOU HAVE USED"; T; "TURNS SO FAR." : G
  OTO 70
120 IF VB <> 30 AND (VB > 10 OR VB = 2 OR VB = 6) AND NO$ = "" P
  RINT "YOU MUST SUPPLY A DIRECT OBJECT." : GOTO 70
130 IF VB$ = "HI" IF RND(2) = 1 PRINT "HELLO" : GOTO 70 ELSE PRI
  NT "NICE WEATHER WE'VE BEEN HAVING LATELY." : GOTO 70
140 IF NO$ = "GUN" NO = 1
150 IF VB = 30 THEN 1080
160 IF NO$ = "BAG" NO = 5
170 IF VB = - 1 AND NO <> 0 AND (NO < 22 OR NO > 29) PRINT "YOU
  MUST SUPPLY A VERB." : GOTO 70
180 IF VB < 1 AND NO = 0 PRINT "I DON'T KNOW HOW TO " CHR$(34);
  N1$; CHR$(34)" ANYTHING." : GOTO 70
190 IF VB = 6 AND (NO$ = "EVE" OR NO$ = "ALL") THEN 210
200 IF NO = 0 AND VB > 10 PRINT "I DON'T KNOW WHAT A " CHR$(34);
   N1$; CHR$(34)" IS." : GOTO 70
210 ON VB GOTO 220, 290, 30, 360, 390, 410, 470, 480, 490, 500,
  520, 530, 560, 650, 670, 750, 780, 840, 850, 850, 560, 930, 93
  0, 950, 960, 990, 1020, 1050, 1060, 1080
220 IF (NO < 22 OR NO > 29) AND NO$ <> "" PRINT "I DON'T KNOW HO
  W TO DO THAT." : GOTO 70
230 IF NO$ = "" PRINT "WHERE?" : GOTO 70
240 IF NO > 25 NO = NO - 4
250 NO = NO - 22 : IF P(CP, NO) = 0 PRINT "THERE IS NO WAY TO GO
   IN THAT DIRECTION." : GOTO 70
260 IF CP = 1 AND NO = 1 AND DF = 0 PRINT "THE CASTLE DOOR IS LO
  CKED." : GOTO 70
270 IF CP = 17 AND NO = 1 AND CF = 0 PRINT "THE CRACK IS FAR TOO
   SMALL FOR YOU TO FOLLOW." : GOTO 70
280 CP = P(CP, NO) : GOTO 30
290 IF OB(NO, 0) = - 1 PRINT "YOU'VE ALREADY GOT IT!" : GOTO 70
300 IF NO = 0 PRINT "WHAT'S A "; N1$; "?" : GOTO 70
310 IF OB(NO, 0) <> CP PRINT S1 : GOTO 70
320 IF NO = 17 OR NO = 21 OR NO = 20 OR NO = 16 PRINT S2 : GOTO
  70
```

```
330 IF ZZ + 1 > 7 PRINT "YOU ARE UNABLE TO CARRY ANY MORE." : GO
  TO 70
340 IF NO = 9 AND PF = 0 PRINT "THE MOVEMENT OF THE PAINTING REV
  EALS A VAULT IN THE WALL.
THE VAULT IS LOCKED." : PF = 1 : OB(16, 0) = CP : OB(9, 0) = - 1
   : ZZ = ZZ + 1 : GOTO 70
350 PRINT "OKAY." : ZZ = ZZ + 1 : OB(NO, 0) = - 1 : GOTO 70
360 IF ZZ = 0 PRINT "YOU ARE EMPTY-HANDED." : GOTO 70
370 PRINT "YOU ARE HOLDING THE FOLLOWING :" : FOR I = 1 TO LO :
  IF OB(I, 0) = - 1 PRINT OB$(I)
380 NEXT I : GOTO 70
390 J = 0 : FOR I = 1 TO LO : IF OB(I, 0) = 1 J = J + OB(I, 1) :
   NEXT I ELSE NEXT I
400 PRINT "OUT OF A MAXIMUM OF 225 POINTS, YOU HAVE"; J; "POINTS
  ." : GOTO 70
410 IF NO <> 0 AND OB(NO, 0) <> - 1 PRINT "YOU'RE NOT CARRYING I
  T!" : GOTO 70
420 IF NO$ <> "EVE" AND NO$ <> "ALL" THEN 450
430 IF ZZ = 0 PRINT "YOU'RE NOT CARRYING ANYTHING!" : GOTO 70 EL
  SE FOR I = 1 TO LO : IF OB(I, 0) = - 10 B(I, 0) = CP
440 NEXT I : ZZ = 0 : PRINT "OK." : GOTO 70
450 IF NO = 0 PRINT "I'VE NEVER HEARD OF A "; N1$; "." : GOTO 70

460 OB(NO, 0) = CP : PRINT "DROPPED." : ZZ = ZZ - 1 : GOTO 70
470 PRINT "SORRY, THIS IS YOUR ADVENTURE, NOT MINE!" : GOTO 70
480 CLS : OPEN "O", 1, NA$ : CLS : PRINT "SAVING..." : FOR I = 1
   TO LO : PRINT# 1, OB(I, 0) : NEXT I : PRINT# 1, CP; T; DF; VF
  ; CF; PF; SF%; WF; ZZ : CLOSE : GOTO 30
490 CLS : OPEN "I", 1, NA$ : CLS : PRINT "LOADING..." : FOR I =
  1 TO LO : INPUT# 1, OB(I, 0) : NEXT I : INPUT# 1, CP, T, DF, V
  F, CF, PF, SF%, WF, ZZ : CLOSE : GOTO 30
500 INPUT "DO YOU REALLY WANT TO QUIT NOW"; QN$ : IF LEFT$(QN$,
  1) <> "Y" THEN 70 ELSE INPUT "ARE YOU SURE"; Q2$ : IF LEFT$(Q2
  $, 1) <> "Y" PRINT "I DIDN'T THINK SO." : GOTO 70
510 GOTO 1380
520 PRINT "ALL RIGHT..."; N1$; : GOTO 70
530 IF OB(NO, 0) <> - 1 PRINT "YOU'RE NOT HOLDING IT HENCE IT IS
   IMPOSSIBLE TO DRINK IT." : GOTO 70
540 IF NO <> 7 PRINT S2 : GOTO 70
550 PRINT "OKAY. GULP GULP GULK. SOMETHING SEEMS DIFFERENT NOW..
  ." : ZZ = ZZ - 1 : OB(7, 0) = 0 : CF = 1 : GOTO 70
560 IF NO <> 31 AND NO <> 16 AND NO <> 30 PRINT "I KNOW NOT HOW
  TO OPEN SUCH A THING." : GOTO 70
570 IF NO = 16 AND OB(16, 0) <> CP PRINT "WHAT VAULT?" : GOTO 70

580 IF NO = 16 AND OB(2, 0) <> - 1 PRINT "YOU DON'T HAVE THE KEY
  ." : GOTO 70
590 IF NO = 16 PRINT "THE VAULT IS OPEN." : VF = 1 : IF OB(15, 0
  ) = 0 PRINT "A GOLD BAR FALLS OUT!" : OB(15, 0) = CP
600 IF NO = 16 THEN 70
610 IF NO = 31 THEN 1150
620 IF CP <> 1 PRINT "WHAT DOOR?" : GOTO 70
630 IF OB(2, 0) <> - 1 PRINT "YOU DON'T SEEM TO HAVE THE KEY." :
   GOTO 70
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640 PRINT "THE DOOR IS OPEN." : DF = 1 : GOTO 70
650 IF OB(NO, 0) <> - 1 PRINT "YOU ARE NOT CARRYING IT." : GOTO
  70
660 PRINT "I'VE KNOWN STRANGE PEOPLE, BUT ATTACKING "; OB$(NO);
  "?" : GOTO 70
670 IF NO = 20 THEN 720
680 IF NO = 17 PRINT "WHAT KNIGHT?" : GOTO 70
690 IF NO = 21 PRINT "I SEE NO PIRATE HERE." : GOTO 70
700 IF OB(I, 0) <> - 1 PRINT "YOU ARE NOT CURRENTLY HOLDING THAT
  ." : GOTO 70
710 PRINT "IT ISN'T ALIVE!" : GOTO 70
720 IF CP <> 32 PRINT "WHAT SORCERER?" ; GOTO 70
730 IF OB(8, 0) <> - 1 PRINT "YOU HAVE NO SWORD TO DO IT WITH.
   OH MY! THE SORCERER HAS JUST KILLED YOU!" : FOR I = 1 TO 3000
   : NEXT I : GOTO 1380
740 PRINT "THE SORCERER DIED AND THEN VANISHED. HIS SCEPTOR REMA
  INS." : OB(14, 0) = CP : OB(20, 0) = 0 : GOTO 70
750 IF OB(NO, 0) <> - 1 PRINT "YOU DON'T HAVE THAT RIGHT NOW." :
   GOTO 70
760 IF NO <> 3 PRINT "HOW DO YOU EXPECT TO READ "; OB$(NO); "?"
  : GOTO 70
770 PRINT "IT SAYS :
MAGIC WORD : ALAKAZAM." : GOTO 70
780 IF OB(NO, 0) <> - 1 AND OB(NO, 0) <> CP PRINT "I DON'T SEE T
  HAT HERE." : GOTO 70
790 IF OB(1, 0) <> - 1 PRINT "YOU DON'T HAVE A GUN!" : GOTO 70
800 IF NO = 17 PRINT "THE BULLET DISSOLVES AS IT HITS THE ARMOR.
  " : GOTO 70
810 PRINT "THE GOLDEN BULLET FROM THE GOLDEN PISTOL VAPORIZES TH
  AT."
820 IF OB(NO, 0) = - 1 ZZ = ZZ - 1
830 OB(NO, 0) = 0 : GOTO 70
840 IF OB(NO, 0) = - 1 PRINT S2 : GOTO 70 ELSE PRINT "YOU'RE NOT
   HOLDING IT." : GOTO 70
850 IF NO = 16 OR NO = 30 OR NO = 31 THEN 880
860 IF OB(NO, 0) <> - 1 PRINT "YOU ARE NOT HOLDING THAT TO MY KN
  OWLEDGE." : GOTO 70
870 PRINT "I DON'T KNOW HOW TO CLOSE SUCH A THING." : GOTO 70
880 IF NO = 16 AND OB(16, 0) <> CP PRINT "WHAT VAULT?" : GOTO 70

890 IF NO = 16 PRINT "THE VAULT IS CLOSED AND LOCKED." : VF = 0
  : GOTO 70
900 IF NO = 31 THEN 1120
910 IF CP <> 1 PRINT "WHAT DOOR?" : GOTO 70
920 PRINT "THE DOOR IS CLOSED AND LOCKED." : DF = 0 : GOTO 70
930 IF OB(NO, 0) <> - 1 PRINT "YOU'RE NOT HOLDING IT." : GOTO 70

940 PRINT "NO, THESE ITEMS HAVE TO BE USED ON THE NEXT ADVENTURE
  , TOO." : GOTO 70
950 PRINT "THE VALUE OF THAT IS"; OB(NO, 1); "POINTS." : GOTO 70

960 IF OB(NO, 0) <> - 1 PRINT "YOU DON'T SEEM TO HAVE IT." : GOT
  O 70
970 IF NO <> 8 PRINT "WOW THIS IS FUN!" : GOTO 70
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980 PRINT "WHOOOSH!" : GOTO 70
990 IF OB(NO, 0) <> - 1 PRINT "YOU'RE NOT CURRENTLY CARRYING IT.
  " : GOTO 70
1000 IF NO <> 8 PRINT S2 : GOTO 70
1010 PRINT "IT IS ALREADY RAZOR SHARP." : GOTO 70
1020 IF OB(NO, 0) <> - 1 PRINT "TU NE LE PORTES PAS (YOU'RE NOT
  CARRYING IT)." : GOTO 70
1030 IF NO <> 19 PRINT "HOW?" : GOTO 70
1040 PRINT "VERY GOOD! NOW YOU MAY GO TO SECOND GRADE!" : GOTO 7
  0
1050 PRINT "TRY DROP." : GOTO 70
1060 PRINT "I CAN ONLY TELL YOU WHAT IS IN THE ROOM WITH YOU. SO
  RRY,"
1070 PRINT "I CANNOT FIND ANYTHING." : GOTO 70
1080 IF CP <> 44 IF RND(2) = 1 PRINT "WHEEEE!" ELSE PRINT "ARE Y
  OU ENJOYING YOURSELF?"
1090 IF CP <> 44 THEN 70
1100 IF WF = 0 PRINT "THE WINDOW IS ONLY SLIGHTLY AJAR." : GOTO
  70
1110 PRINT "OKAY...YOU FALL SAFELY IN THE PILE OF LEAVES." : CP
  = 48 : PRINT "YOU SEEM TO BE LOST IN A FOREST OF SPRUCE TREES.
  " : GOTO 70
1120 IF CP <> 44 PRINT "WHAT WINDOW? I DON'T SEE A WINDOW!" : GO
  TO 70
1130 IF WF = 0 PRINT "IT IS ALREADY CLOSED." : GOTO 70
1140 PRINT "HAVING OPENED IT EARLIER, YOU FIND IT IMPOSSIBLE TO
  CLOSE." : GOTO 70
1150 IF CP <> 44 PRINT "WHAT WINDOW?" : GOTO 70
1160 IF WF = 1 PRINT "IT IS ALREADY OPEN." : GOTO 70
1170 PRINT "THROUGH A GREAT EFFORT, YOU OPEN THE WINDOW. THERE I
  S A PILE
OF LEAVES OUTSIDE THE WINDOW." : WF = 1 : GOTO 70
1180 PRINT "HOLY MOLY! A BLACK KNIGHT WALKED IN TO KILL YOU!" :
  GOSUB 1440
1190 IF VB <> 17 OR NO <> 17 THEN 1220
1200 IF OB(1, 0) <> - 1 PRINT "YOU HAVE NO GUN!" : GOTO 1220
1210 PRINT "THE KNIGHT DISINTEGRATED." : GOTO 70
1220 PRINT "THE KNIGHT IS RUNNING TOWARD YOU...";
1230 IF RND(5) = 2 PRINT "IT KILLS YOU" : FOR I = 1 TO 3000 : NE
  XT I : GOTO 1380
1240 PRINT "IT MISSES YOU
AND CRASHES INTO THE WALL...WAIT! HE HAS DISAPPEARED!" : GOTO 70

1250 PRINT "A PIRATE JUST APPEARED AND CHORTLED,"
1260 PRINT "WELL SHIVER ME TIMBERS! NOT ANOTHER ONE! HAR HAR HAR
  ,"
1270 PRINT "I'LL JUST SNATCH ALL THIS BOOTY AND HIDE IT"
1280 PRINT "DEEP IN THE MAZE."
1290 PRINT "WITH THAT HE STEALS ALL OF YOUR TREASURE!"
1300 FOR I = 1 TO LO : IF OB(I, 0) <> - 1 THEN 1330
1310 IF OB(I, 1) = 0 THEN 1330
1320 OB(I, 0) = RND(6) + 34 : ZZ = ZZ - 1
1330 NEXT I : GOTO 70
1340 PRINT "JINGLE JINGLE JINGLE!" : PRINT "CHESTER THE JESTER P
  OPS UP AND CHANTS,"
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```
1350 PRINT CHR$(34); C$(RND(8) - 1); " TEE HEE HEE!"; CHR$(34)
1360 PRINT "AND THEN VANISHES IN A CLOUD OF PINK SMOKE."
1370 GOTO 70
1380 CLS : J = 0 : FOR I = 1 TO LO : IF OB(I, 0) = 1 J = J + OB(
  I, 1)
1390 NEXT I
1400 PRINT "OUT OF A MAXIMUM OF 225 POINTS, YOU HAVE SCORED"; J;
   "POINTS."
1410 END
1420 PRINT "WHAZZAT?" : GOTO 70
1430 STOP
1440 INPUT "***** WHAT DO YOU WANT TO DO"; CM$
1450 N1$ = "" : V1$ = "" : NO = 0 : VB = 0 : NO$ = "" : VB$ = ""

1460 CM = LEN(CM$) : FOR I = 1 TO CM : IF MID$(CM$, I, 1) <> " "
   V1$ = V1$ + MID$(CM$, I, 1) : NEXT I
1470 VB$ = LEFT$(V1$, 3) : FOR I = 1 TO NV : IF VB$(I) = VB$ VB
  = I : GOTO 1490 ELSE NEXT I
1480 VB = - 1 : N1$ = V1$ : GOTO 1500
1490 IF LEN(V1$) + 1 >= LEN(CM$) NO = 0 : RETURN ELSE N1$ = RIGH
  T$(CM$, LEN(CM$) - 1 - LEN(V1$))
1500 NO$ = LEFT$(N1$, 3) : FOR I = 1 TO NN : IF NO$(I) = NO$ NO
  = I : RETURN ELSE NEXT I
1510 NO = 0 : RETURN
1520 CLS : PRINT "YOU'RE "; P$(CP) : FOR I = 1 TO LO
1530 IF OB(I, 0) = CP PRINT "  *** THERE IS "; OB$(I); " HERE."
1540 NEXT I
1550 IF CP = 1 AND DF = 0 PRINT "THE DOOR IS LOCKED."
1560 IF CP = 18 AND VF = 0 AND OB(16, 0) = 18 PRINT "THE VAULT I
  S LOCKED."
1570 IF CP = 17 AND CF = 0 PRINT "A SMALL CRACK LEADS SOUTHWARD.
  "
1580 IF CP = 1 AND DF = 1 PRINT "THE DOOR IS OPEN."
1590 IF CP = 18 AND VF = 1 AND OB(16, 0) = 18 PRINT "THE VAULT I
  S OPEN."
1600 IF CP = 44 AND WF = 0 PRINT "THE WINDOW IS SLIGHTLY AJAR."
1610 IF CP = 17 AND CF = 1 PRINT "A TOWERING HOLE LEADS SOUTHWAR
  D."
1620 IF CF = 0 P(17, 1) = 0
1630 IF CP = 44 AND WF = 1 PRINT "THE WINDOW IS WIDE OPEN. THERE
   IS A RATHER
LARGE PILE OF LEAVES OUTSIDE THE WINDOW."
1640 K = 0 : PRINT "YOU CAN GO "; : FOR I = 0 TO 3 : IF P(CP, I)
   = 0 THEN 1670
1650 IF K = 1 PRINT ", ";
1660 PRINT D$(I); : K = 1
1670 NEXT : IF K = 0 PRINT "NOWHERE!"
1680 IF K = 1 PRINT
1690 P(17, 1) = 18
1700 PRINT "==================================================
  ==========" : GOTO 40
1710 NP = 53 : LO = 35 : NN = 31 : NV = 30 : DIM P(NP, 3), P$(NP
  ), VB$(NV), NO$(NN), OB(LO, 1), OB$(LO)
1720 P$(1) = "OUTSIDE A MEDIEVAL CASTLE." : DATA 5, 8, 3, 2, 4,
  7, 1, 0, 6, 7, 0, 1
```

```
1730 P$ = " SIDE OF THE CASTLE." : P$(2) = "AT THE WEST" + P$ :
  P$(3) = "AT THE EAST" + P$
1740 P$(4) = "IN A VAST FOREST STRETCHING OUT OF SIGHT." : DATA
  4, 2, 4, 4, 53, 0, 6, 1
1750 P$(5) = P$(4) : P$(6) = P$(4) : DATA 6, 6, 6, 5
1760 P$(7) = "AT THE SOUTH" + P$ + "
THERE IS A TOWER WITH A SMALL WINDOW IN THE FAR, FAR DISTANCE."
  : DATA 2, 0, 0, 0
1770 P$(8) = "IN A SPLENDID CHAMBER 30 FEET HIGH." : DATA 1, 11,
   0, 10
1780 P$(9) = "IN A DAMP, MUSTY LIBRARY." : DATA 0, 10, 0, 0
1790 P$(10) = "IN THE MASTER BEDROOM." : DATA 9, 0, 8, 0
1800 P$ = "IN A VAST CORRIDOR STRETCHING OUT OF
SIGHT TO THE " : P$(11) = P$ + "SOUTH." : DATA 8, 12, 14, 0
1810 P$(12) = P$ + "NORTH AND SOUTH." : DATA 11, 13, 15, 0
1820 P$(13) = P$ + "NORTH." : DATA 12, 0, 16, 17
1830 P$ = "IN A BEDROOM WITH A " : P$(14) = P$ + "STONE FLOOR."
  : P$(15) = P$ + "WOODEN FLOOR." : P$(16) = P$ + "DIRT FLOOR."
  : DATA 0, 0, 0, 11, 0, 0, 0, 12, 0, 33, 0, 13
1840 P$(17) = "IN A DUSTY PANTRY. MARKINGS IN THE DUST READ,
GO SOUTH TO DUNGEON." : DATA 0, 18, 13, 0
1850 P$(18) = "IN A PRIMITIVE ART GALLERY." : DATA 17, 19, 0, 19

1860 P$(19) = "IN A MAZE OF TWISTY LITTLE PASSAGES."
1870 P$(20) = "IN A TWISTY MAZE OF LITTLE PASSAGES."
1880 P$(21) = "IN A LITTLE MAZE OF TWISTY PASSAGES."
1890 P$(22) = "IN A TWISTING MAZE OF LITTLE PASSAGES."
1900 P$(23) = "IN A LITTLE TWISTY MAZE OF PASSAGES."
1910 DATA 0, 20, 18, 0, 20, 22, 20, 19, 21, 21, 22, 23, 21, 22,
  20, 22, 21, 24, 23, 23
1920 P$(24) = "IN THE KITCHEN." : DATA 23, 27, 25, 0, 0, 27, 26,
   24, 29, 28, 30, 25
1930 P$(25) = "IN THE DINING ROOM." : P$(26) = "IN THE ALCOVE TO
   THE STUDY." : P$(27) = "IN THE OFFICE OF THE SORCERER (?)" :
  DATA 24, 0, 28, 0
1940 P$(28) = "IN THE DRAWING ROOM." : DATA 0, 0, 0, 27, 0, 26,
  0, 0, 0, 31, 0, 26
1950 P$(29) = "IN THE PARLOR." : P$(30) = "IN THE STUDY." : P$(3
  1) = "IN THE SITTING ROOM." : DATA 0, 0, 0, 0, 0, 0, 0, 0
1960 P$(32) = "IN THE DUNGEON!"
1970 FOR I = 1 TO NP : FOR J = 0 TO 3 : READ P(I, J) : NEXT J, I
   : P(31, RND(4) - 1) = 32
1980 P$(33) = "IN A PRIMEVAL CONFERENCE ROOM." : DATA 16, 0, 35,
   0
1990 P$(34) = "IN THE TOWER. IT OVERLOOKS A HUGE KINGDOM DOWN
A MONSTROUS MOUNTAIN. THE GRASS IS GREENER THAN GREEN ITSELF." :
   DATA 0, 0, 36, 0
2000 P$(35) = "IN A MAZE OF TWISTY LITTLE PASSAGES, ALL ALIKE."
2001 FOR I = 36 TO 40 : P$(I) = P$(35) : NEXT : DATA 36, 35, 35,
   33, 38, 34, 37, 35, 36, 0, 39, 0, 40, 39, 39, 36, 38, 37, 39,
   38, 41, 38, 0, 0, 42, 40, 0, 0
2010 P$(41) = "AT THE BRINK OF A HUGE PIT." : P$(43) = "IN A BAR
  REN CUBICLE, WITH PASSAGES LEADING OFF TO THE
NORTH AND SOUTH."
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2011 P$(42) = "IN THE PIT. A GOOD PASSAGE EXITS TO THE NORTH."
2020 P$(44) = "AT THE END OF THE CASTLE. YOU CAN SEE FOREST OUT
A SMALL WINDOW." : DATA 43, 0, 41, 0, 44, 42, 0, 0, 0, 0, 0, 0
2030 P$(45) = "LOST IN A DARK FOREST MADE UP OF CHIEFLY SPRUCE T
  REES."
2031 FOR I = 46 TO 48 : P$(I) = P$(45) : NEXT I : DATA 45, 46, 4
  5, 49, 45, 47, 46, 50, 46, 51, 47, 48, 50, 48, 47, 48
2040 P$(49) = "ON AN OLD PATH MADE BY HORSES IN MEDIEVAL TIMES."
   : P$(51) = "IN THE MIDDLE OF A CLEARING. TO THE SOUTH IS A BR
  IDGE."
2041 P$(52) = "ON THE NORTH SIDE OF THE BRIDGE" : P$(53) = "ON T
  HE SOUTH SIDE OF THE BRIDGE." : DATA 0, 50, 45, 0, 49, 48, 46,
   0, 0, 52, 47, 0, 51, 53
2050 DATA 0, 0, 52, 5, 0, 0, PIS, KEY, BOO, RUG, COI, SAP, LIQ,
  SWO, PAI, OPA, SIL, PEN, PIL, SCE, BAR, VAU, KNI, CUP, CRO, SO
  R, PIR
2051 DATA NOR, SOU, EAS, WES, N, S, E, W, DOO, WIN
2060 DATA GO, GET, LOO, INV, SCO, DRO, HEL, SAV, LOA, QUI, SAY,
  DRI, OPE, HIT, KIL, REA, SHO, EAT, CLO, LOC, UNL, DES, BRE, VA
  L, SWI, SHA, WEA, THR, FIN, JUM
2070 FOR I = 1 TO NN : READ NO$(I) : NEXT I : FOR I = 1 TO NV :
  READ VB$(I) : NEXT I
2080 DATA A GOLD PISTOL, 4, 10, A SET OF KEYS, 2, 0, A BOOK ON S
  ORCERY, 9, 0, A PERSIAN RUG, 10, 15, A BAG OF COINS, 3, 15, A
  PRICELESS SAPHIRE
2081 DATA 14, 10, A FLASK OF LIQUID, 15, 0, A GOLDEN SWORD, 42,
  10, A PRICELESS PAINTING, 18, 15
2090 DATA A GIANT OPAL, 22, 15, A SET OF SILVERWARE, 24, 15, A P
  LATINUM PEN, 27, 5, A VELVET PILLOW, 43, 20, THE SORCERER'S SC
  EPTOR, 0, 50
2091 DATA A GOLD BAR, 0, 20, A VAULT IN THE WALL, 0, 0, A BLACK
  KNIGHT, 0, 0, A PEWTER CUP, 25, 15, A KING'S CROWN, 30, 10, XX
  X
2100 DATA 32, 0, AN EVIL PIRATE, 0, 0
2110 FOR I = 1 TO 21 : READ OB$(I), OB(I, 0), OB(I, 1) : NEXT I
2120 DATA NORTH, SOUTH, EAST, WEST
2130 FOR I = 0 TO 3 : READ D$(I) : NEXT I
2140 P$(19) = P$(19) + "
A NOTE ON THE WALL READS: THIS IS NOT THE MAZE WHERE THE PIRATE
HIDES HIS TREASURE. --GH"
2150 OB$(20) = "AN EVIL SORCERER JUST WAITING TO CAST A SPELL
     ON YOU"
2160 P$(50) = "AT THE END OF THE PATH, WITH FOREST SURROUNDING
YOU IN ALL DIRECTIONS EXCEPT NORTH, WHERE YOU WERE BEFORE."
2170 P(50, 3) = 48 : P$(47) = P$(47) + "
TO THE SOUTH THERE SEEMS TO BE LIGHT."
2180 FOR I = 52 TO 53 : P$(I) = P$(I) + "
ACROSS THE BRIDGE IS MORE FOREST." : NEXT
2190 P(36, 2) = 37
2200 C$(0) = "PAY ATTENTION IN THE MAZE, TO THE WORDING OF THE
PHRASE! IF YOU DO YOU'LL BE UN-MAZED."
2210 C$(1) = "GULP GULP GULP, DRINK IT DOWN, I'M NOT SUCH A
STUPID CLOWN!"
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2220 C$(2) = "OUT OF A WINDOW YOU MAY FALL. JUST LOOK OUT,
THAT IS ALL!"
2230 C$(3) = "THE KNIGHTS CAN'T BE KILLED, AS FAR AS I KNOW. IF
YOU FIND THEY CAN, PLEASE TELL ME SO!"
2240 C$(4) = "DON'T BRING THE SWORD TO THE SORCERER'S PLACE. IF
YOU DO, HE MIGHT CONFRONT YOU FACE TO FACE!"
2250 C$(5) = "HOCUS POCUS, ALAKAZAM! DON'T READ THE BOOK OR
YOU'LL BE SORRY! (YOU TRY TO RHYME ALAKAZAM)!"
2260 C$(6) = "PASSAGES THAT SEEM ALL ALIKE CAN SEEM QUITE
DIFFERENT, JUST HOPE YOU'RE RIGHT!"
2270 C$(7) = "NOT ALL TREASURE LIES UNDER A ROOF. SOME MIGHT BE
UNDER A TREE!"
2280 CLS : INPUT "WHAT IS YOUR NAME"; NA$ : NA$ = NA$ + "/AN4:1"
   : GOTO 30
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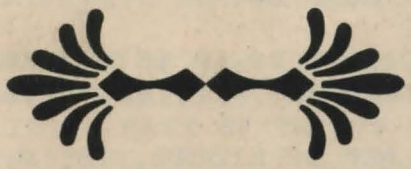

Chapter Sixteen

CIA Adventure

by Hugh Lampert

CLOAD Magazine began as one of the grand experiments of the new home computer age. A program magazine in magnetic (tape) form, this format has launched many programmers into careers as selling authors. It has provided high quality programs for its customers consistently for more than three years.

CIA Adventure, by Hugh Lampert, is an example of that high quality. We are grateful to *CLOAD* for allowing us to include it in this collection.

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10 CLS : CLEAR 250 : DEFINT A - Z : GOTO 40
20 Z9 = 0 : FOR R = 1 TO 50 : IF V1$ = N$(R) AND (N(R) = LO OR N
  (R) = - 1) THEN Z9 = 1 : RETURN
30 NEXT : PRINT "I DON'T SEE THAT HERE." : Z9 = 2 : RETURN
40 PRINT CHR$(23); "        C.I.A  ADVENTURE" : PRINT "      BY
    HUGH   LAMPERT"
50 DIM N1$(50), N$(50), N(50), V$(18), LO(30, 4), LO$(30) : FL =
   1 : DR = 0 : DG = - 1 : T = 0 : EL = 0 : BU = 0 : DO = 0 : CA
   = 0 : BA = 0 : TE = 0 : GL = 0
60 PA = 0 : RO = 0 : FOR R = 1 TO 5 : R1 = RND(9) : CO$ = CO$ +
  STR$(R1) : NEXT : LO = 1 : A9$ = ">" + STRING$(62, "-") + "<"
70 R = LEN(CO$) : CO$ = RIGHT$(CO$, R - 1)
80 FOR R = 1 TO 50 : READ N1$(R), N$(R), N(R) : NEXT
90 FOR R = 1 TO 30 : READ LO$(R), LO(R, 1), LO(R, 2), LO(R, 3),
  LO(R, 4) : NEXT
100 FOR R = 1 TO 18 : READ V$(R) : NEXT
110 CLS
120 PRINT "WE ARE "; LO$(LO); "."
130 FOR R = 1 TO 46 : IF N(R) = LO PRINT "I CAN SEE "; N1$(R); "
  ."
140 NEXT : B = 0 : FOR R = 1 TO 4 : IF LO(LO, R) > 0 THEN B = 1
150 NEXT : IF B = 0 THEN 200
160 PRINT "WE COULD EASILY GO: "; : IF LO(LO, 1) > 0 PRINT "NORT
  H  ";
170 IF LO(LO, 2) > 0 PRINT "SOUTH  ";
180 IF LO(LO, 3) > 0 PRINT "EAST  ";
190 IF LO(LO, 4) > 0 PRINT "WEST  ";
200 PRINT : PRINT A9$
210 T = T + 1 : IF DG > 0 THEN DG = DG - 1
220 IF T = 1 INPUT "ENTER YOUR NAME PARTNER"; NA$
230 GOTO 1760
240 N = 0 : FOR R = 1 TO 46 : IF N(R) = - 1 THEN N = N + 1
250 NEXT
260 PRINT : INPUT "WHAT DO YOU THINK WE SHOULD DO"; A$
270 GOSUB 1890 : V$ = LEFT$(A$, 3) : GOSUB 1950 : FOR R = 1 TO 1
  8 : IF V$ = V$(R) THEN 300 ELSE NEXT
280 IF V$ = "ORD" THEN 2390
290 PRINT "I DON'T KNOW HOW TO DO THAT." : GOTO 260
300 IF V$ = "QUI" THEN 1650
310 V = R : FOR R = 1 TO LEN(A$) : IF MID$(A$, R, 1) = " " THEN
  360 ELSE NEXT
320 IF V$ = "LOO" THEN 110
330 IF V$ = "BON" THEN 1670
340 IF V$ = "INV" THEN 1690
350 PRINT "PLEASE USE 2 WORD COMMANDS SO I CAN UNDERSTAND YOU."
  : GOTO 260
360 V1$ = MID$(A$, R + 1, 3) : FOR R = 1 TO 49 : IF V1$ = N$(R)
  THEN 390 ELSE NEXT
370 IF V1$ = "NOR" OR V1$ = "SOU" OR V1$ = "EAS" OR V1$ = "WES"
  THEN 390
380 PRINT "I DON'T KNOW WHAT IT IS YOU ARE TALKING ABOUT." : GOT
  O 260
390 ON V GOTO 400, 530, 620, 680, 800, 840, 1040, 1140, 1300, 13
  20, 1360, 1450, 1490, 1540, 1600, 1650, 1670, 1690
400 IF V1$ = "NOR" AND LO(LO, 1) > 0 THEN LO = LO(LO, 1) : GOTO
  110
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410 IF V1$ = "SOU" AND LO(LO, 2) > 0 THEN LO = LO(LO, 2) : GOTO
  110
420 IF V1$ = "EAS" AND LO(LO, 3) > 0 THEN LO = LO(LO, 3) : GOTO
  110
430 IF V1$ = "WES" AND LO(LO, 4) > 0 THEN LO = LO(LO, 4) : GOTO
  110
440 IF V1$ = "NOR" OR V1$ = "SOU" OR V1$ = "EAS" OR V1$ = "WES"
  THEN 520
450 GOSUB 20 : IF Z9 = 2 THEN 210
460 IF R = 8 THEN LO = 5 : GOTO 110
470 IF R = 37 AND RO = 1 AND LO = 20 THEN LO = 21 : GOTO 110
480 IF R = 10 THEN LO = 11 : GOTO 110
490 IF R = 14 THEN LO = 13 : GOTO 110
500 IF R = 33 THEN LO = 3 : GOTO 110
510 IF R = 34 AND DO = 1 THEN LO = 9 : GOTO 110
520 PRINT "I CAN'T GO THAT WAY AT THE MOMENT." : GOTO 210
530 GOSUB 20 : IF Z9 = 2 THEN 210
540 IF R = 2 OR R = 3 OR R = 4 OR R = 6 OR R = 15 OR R = 16 OR R
   = 20 OR R = 21 OR R = 22 OR R = 23 OR R = 25 OR R = 26 OR R =
   27 OR R = 28 OR R = 30 OR R = 31 OR R = 37 OR R = 39 OR R = 4
  0 OR R = 42 OR R = 44 OR R = 45 OR R = 46 THEN 560
550 PRINT "I CAN'T CARRY THAT!" : GOTO 210
560 IF N(R) = - 1 PRINT "I ALREADY HAVE IT." : GOTO 210
570 IF N >= 5 PRINT "I CAN'T CARRY ANYMORE." : GOTO 210
580 PRINT "O.K." : N(R) = - 1
590 IF V1$ = "PAI" AND PA = 0 PRINT "SOMETHING FELL FROM THE FRA
  ME!" : N(31) = LO : PA = 1
600 IF V1$ = "TEL" THEN TE = 0
610 GOTO 210
620 FOR R = 1 TO 46 : IF V1$ = N$(R) AND N(R) = - 1 THEN 640 ELS
  E NEXT
630 PRINT "I DON'T SEEM TO BE CARRYING IT." : GOTO 210
640 IF R = 30 PRINT "I DROPPED THE CUP BUT IT BROKE INTO SMALL P
  IECES." : PRINT "THE COFFEE SOAKED INTO THE GROUND." : N(30) =
   0 : DR = 0 : GOTO 210
650 IF R = 45 THEN GL = 0
660 IF R = 31 AND N(30) = - 1 PRINT "O.K. I DROPPED IT." : PRINT
   "BUT IT FELL IN THE COFFEE!" : N(31) = 0 : DR = 1 : GOTO 210
670 PRINT "O.K. I DROPPED IT." : N(R) = LO : GOTO 210
680 IF V1$ = "BUT" AND LO = 3 AND DO = 0 PRINT "THE DOORS OPEN W
  ITH A WHOOSH!" : DO = 1 : GOTO 210
690 IF N(46) = - 1 AND V1$ = "BUT" THEN PRINT "I PUSH THE BUTTON
   ON THE BOX AND" : GOTO 770
700 GOSUB 20
710 IF Z9 = 2 THEN 210
720 IF R = 17 AND GL <> 1 PRINT "THERE'S ELECTRICITY COURSING TH
  RU THE SQUARE!" : PRINT "I'M BEING ELECTROCUTED!" : GOTO 2510
730 IF R = 35 AND BU = 0 PRINT "THE BUTTON ON THE WALL GOES IN .
  ...." : PRINT "CLICK! SOMETHING SEEMS DIFFERENT NOW." : BU = 1
   : GOTO 210
740 IF R = 47 AND FL <> 1 THEN LO(9, 1) = 3 : FL = 1 : GOTO 790
750 IF R = 48 AND FL <> 2 THEN LO(9, 1) = 8 : FL = 2 : GOTO 790
760 IF R = 49 AND FL <> 3 THEN LO(9, 1) = 10 : FL = 3 : GOTO 790
```

```
770 IF N(46) = - 1 AND (LO = 6 OR LO = 29) PRINT "THERE IS A BLI
  NDING FLASH...." : FOR R = 1 TO 3000 : NEXT : LO = 1 : FL = 1
  : LO(9, 1) = 3 : GOTO 110
780 PRINT "NOTHING HAPPENS." : GOTO 210
790 PRINT "THE DOORS CLOSE AND I FEEL AS IF THE ROOM IS MOVING."
   : PRINT "SUDDENLY THE DOORS OPEN AGAIN." : FOR R = 1 TO 3000
  : NEXT : GOTO 110
800 GOSUB 20 : IF Z9 = 2 THEN 210
810 IF R = 18 AND GL <> 1 PRINT "THE LEVER HAS ELECTRICITY COURS
  ING THRU IT!" : PRINT "I'M BEING ELECTROCUTED!" : GOTO 2510
820 IF R = 18 AND EL = 0 PRINT "THE LEVER GOES ALL THE WAY UP AN
  D CLICKS." : PRINT "SOMETHING SEEMS DIFFERENT NOW." : EL = 1 :
   GOTO 210
830 PRINT "NOTHING HAPPENS." : GOTO 210
840 REM ---- LOOKING AT OBJECTS ----
850 IF V1$ = "DRA" AND LO = 5 PRINT "IT LOOKS FRAGILE." : GOTO 2
  10
860 GOSUB 20 : IF Z9 = 2 THEN 210
870 IF R = 1 AND BA <> 1 PRINT "THERE'S NO POWER FOR IT." : GOTO
   210
880 IF R = 1 AND TE <> 1 PRINT "THERE'S NO T.V. TO WATCH ON." :
  GOTO 210
890 IF R = 6 PRINT "IT LOOKS HEAVY." : GOTO 210
900 IF R = 7 PRINT "IT'S LOCKED." : GOTO 210
910 IF R = 13 PRINT "IT'S A VERY STRONG BAG." : GOTO 210
920 IF R = 19 PRINT "I CAN SEE A LOCKED DRAWER IN IT." : GOTO 21
  0
930 IF R = 22 OR R = 27 PRINT "THERE'S WRITING ON IT." : GOTO 21
  0
940 IF R = 34 AND DO = 1 PRINT "THE DOORS ARE OPEN." : GOTO 210
950 IF R = 24 PRINT "I CAN SEE A GLEAMING STONE IN IT." : GOTO 2
  10
960 IF R = 9 PRINT "THERE IS A SMALL SLIT NEAR THE DOOR." : GOTO
   210
970 IF R = 34 PRINT "THERE'S A BUTTON NEAR THE DOORS." : GOTO 21
  0
980 IF R = 41 AND BU = 1 PRINT "THE SCREEN IS DARK." : GOTO 210
990 IF R = 41 PRINT "I SEE A METAL PIT 1000'S OF FEET DEEP ON ON
  E MONITOR." : PRINT "ON THE OTHER SIDE OF THE PIT, I SEE A LAR
  GE HOOK." : GOTO 210
1000 IF R = 43 AND BU = 1 PRINT "THE SCREEN IS DARK." : GOTO 210

1010 IF R = 43 PRINT "I SEE A ROOM WITH A CASE ON A PEDESTAL IN
  IT." : GOTO 210
1020 IF R = 44 PRINT "I SEE A PICTURE OF A GRINNING JACKAL." : G
  OTO 210
1030 PRINT "I SEE NOTHING OF INTEREST." : GOTO 210
1040 GOSUB 20 : IF Z9 = 2 THEN 210
1050 IF R <> 3 AND R <> 2 AND R <> 4 AND R <> 28 THEN PRINT "I C
  AN'T INSERT THAT!" : GOTO 210
1060 INPUT "TELL ME, IN ONE WORD, INTO WHAT"; A3$ : A3$ = LEFT$(
  A3$, 3)
1070 R1 = R : V1$ = A3$ : GOSUB 20 : IF Z9 = 2 THEN 210
1080 IF R1 = 3 AND R = 1 THEN PRINT "O.K." : BA = 1 : N(3) = 0 :
   BA = 1 : GOTO 210
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1090 IF R1 = 4 AND R = 50 AND DG <= 0 PRINT "THE GUARD WON'T LET
   ME!" : GOTO 210
1100 IF R1 = 2 AND R = 1 THEN PRINT "O.K. THE TAPE IS IN THE REC
  ORDER." : N(2) = 0 : TA = 1 : GOTO 210
1110 IF R1 = 4 AND R = 50 THEN PRINT "POP! A SECTION OF THE WALL
   OPENS....." : PRINT "REVEALING SOMETHING VERY INTERESTING." :
   N(4) = 0 : N(5) = LO : GOTO 210
1120 IF R1 = 28 AND R = 29 PRINT "POP! A CUP OF COFFEE COMES OUT
   OF THE MACHINE." : N(28) = 0 : N(30) = LO : GOTO 210
1130 PRINT "NOTHING HAPPENED." : GOTO 210
1140 REM ---- OPENING OBJECTS ----
1150 IF V1$ = "DRA" AND LO = 5 AND N(23) = 0 PRINT "IT'S STUCK."
   : GOTO 210
1160 GOSUB 20 : IF Z9 = 2 THEN 210
1170 IF R = 7 OR R = 9 OR R = 13 OR R = 15 OR R = 23 OR R = 32 O
  R R = 5 THEN 1190
1180 PRINT "I CAN'T OPEN THAT!" : GOTO 210
1190 IF R = 7 AND N(16) = - 1 PRINT "O.K. I OPENED THE DOOR." :
  N(7) = 0 : N(8) = 4 : GOTO 210
1200 IF R = 9 PRINT "I CAN'T. IT DOESN'T WORK." : GOTO 210
1210 IF R = 13 AND N(16) = - 1 PRINT "O.K. THE CLOSET IS OPENED.
  " : N(13) = 0 : N(14) = 14 : GOTO 210
1220 IF R = 15 PRINT "I CAN'T. IT'S TOO STRONG." : GOTO 210
1230 IF R = 23 PRINT "IT'S STUCK." : GOTO 210
1240 IF R = 32 AND N(28) = 0 AND N(4) = 0 AND SC = 1 PRINT "I OP
  EN THE SCULPTURE." : PRINT "SOMETHING FALLS OUT." : N(28) = LO
   : N(4) = LO : GOTO 210
1250 IF R <> 5 THEN 1290
1260 INPUT "WHAT'S THE COMBINATION"; C$
1270 IF C$ = CO$ THEN PRINT "THE DOOR IS SLOWLY OPENING." : N(5)
   = 0 : N(9) = 0 : N(10) = 10 : GOTO 210
1280 PRINT "YOU MUST HAVE THE WRONG COMBINATION OR YOU ARE NOT"
  : PRINT "SAYING IT RIGHT." : GOTO 210
1290 PRINT "I CAN'T DO THAT......YET!" : GOTO 210
1300 IF V1$ = "GLO" AND N(45) = - 1 PRINT "O.K. I'M NOW WEARING
  THE GLOVES." : GL = 1 : GOTO 210
1310 PRINT "I CAN'T WEAR THAT!" : GOTO 210
1320 IF V1$ <> "SIG" AND V1$ <> "NOT" THEN PRINT "I CAN'T READ T
  HAT." : GOTO 210
1330 GOSUB 20 : IF Z9 = 2 THEN 210
1340 IF R = 22 PRINT "IT SAYS:" : PRINT NA$; "," : PRINT "  WE H
  AVE DISCOVERED ONE OF CHAOS' SECRET WORDS." : PRINT "IT IS: BO
  ND-007-. TO BE USED IN A -TASTEFUL- SITUATION." : GOTO 210
1350 IF R = 27 PRINT "IT SAYS: WATCH OUT! DANGEROUS!" : GOTO 210

1360 IF V1$ <> "REC" PRINT "I CAN'T START THAT." : GOTO 210
1370 GOSUB 20 : IF Z9 = 2 THEN 210
1380 IF BA <> 1 OR TE <> 1 OR TA <> 1 THEN 1440
1390 PRINT "THE RECORDER STARTS UP AND PRESENTS A SHORT MESSAGE:
  "
1400 PRINT NA$; ","
1410 PRINT "WE HAVE UNCOVERED A NUMBER THAT MAY HELP YOU."
1420 PRINT "THAT NUMBER IS: "; CO$; ". PLEASE WATCH OUT FOR HIDD
  EN TRAPS."
1430 PRINT "ALSO, THERE IS SOMETHING IN THE SCULPTURE." : SC = 1
   : GOTO 210
```

```
1440 PRINT "NOTHING HAPPENED." : GOTO 210
1450 IF V1$ <> "DRA" THEN PRINT "I'M TRYING TO BREAK IT, BUT I C
  AN'T." : GOTO 210
1460 IF N(6) <> - 1 PRINT "I CAN'T DO THAT YET." : GOTO 210
1470 IF LO = 5 PRINT "IT'S HARD....BUT I GOT IT. TWO THINGS FELL
   OUT." : N(3) = LO : N(22) = LO : N(23) = LO : GOTO 210
1480 PRINT "NOTHING HAPPENS." : GOTO 210
1490 GOSUB 20 : IF Z9 = 2 THEN 210
1500 IF R <> 15 AND R <> 24 THEN PRINT "I'M TRYING. IT DOESN'T W
  ORK." : GOTO 210
1510 IF N(25) <> - 1 PRINT "I CAN'T DO THAT YET." : GOTO 210
1520 IF R = 15 PRINT "RIP! THE BAG GOES TO PIECES, AND SOMETHING
   FALLS OUT!" : N(15) = 0 : N(2) = LO : GOTO 210
1530 IF R = 24 PRINT "I CUT THE CASE AND REACH IN TO PULL SOMETH
  ING OUT." : N(26) = - 1 : GOTO 210
1540 IF V1$ <> "ROP" THEN PRINT "I CAN'T THROW THAT." : GOTO 210

1550 IF N(37) <> - 1 PRINT "I CAN'T DO THAT YET." : GOTO 210
1560 INPUT "TELL ME, IN ONE WORD, AT WHAT"; A3$ : A3$ = LEFT$(A3
  $, 3)
1570 IF A3$ <> "HOO" PRINT "O.K. I THREW IT." : N(37) = LO : GOT
  O 210
1580 IF LO <> 20 PRINT "I CAN'T DO THAT YET." : GOTO 210
1590 PRINT "I THREW THE ROPE AND IT SNAGGED ON THE HOOK." : RO =
   1 : N(37) = LO : GOTO 210
1600 IF V1$ <> "TEL" THEN PRINT "I CAN'T CONNECT THAT." : GOTO 2
  10
1610 IF N(40) <> LO PRINT "I DON'T SEE THE TELEVISION HERE." : G
  OTO 210
1620 IF TE = 1 PRINT "I DID THAT ALREADY." : GOTO 210
1630 IF LO <> 2 PRINT "I CAN'T DO THAT....YET!" : GOTO 210
1640 PRINT "O.K. THE T.V. IS CONNECTED." : TE = 1 : GOTO 210
1650 PRINT "WHAT? YOU WOULD LEAVE ME HERE TO DIE ALONE?"
1660 PRINT "JUST FOR THAT, I'M GOING TO DESTROY THE GAME." : PRI
  NT : PRINT : PRINT : PRINT "BOOOOOOOOOOOM!" : FOR R = 1 TO 50
  00 : NEXT : STOP
1670 IF LO = 14 PRINT "WHOOPS! A TRAP DOOR OPENED UNDERNEATH ME
  AND" : PRINT "I FIND MYSELF FALLING." : FOR R = 1 TO 4000 : NE
  XT : LO = 17 : GOTO 110
1680 PRINT "NOTHING HAPPENED." : GOTO 210
1690 Z8 = 0 : PRINT "WE ARE PRESENTLY CARRYING:" : FOR R = 1 TO
  46
1700 IF N(R) <> - 1 THEN 1730
1710 PRINT N1$(R); : IF R = 45 AND GL = 1 PRINT ". WHICH I'M WEA
  RING." ELSE PRINT " "
1720 Z8 = 1
1730 NEXT
1740 IF Z8 = 0 PRINT "NOTHING"
1750 GOTO 210
1760 IF LO = 3 AND N(39) = - 1 PRINT "THE DOOR MAN LOOKS AT ME A
  ND THEN THROWS ME OUT." : FOR R = 1 TO 4000 : NEXT : LO = 1 :
  GOTO 110
1770 IF LO = 10 AND N(42) <> - 1 PRINT "THE GUARD LOOKS AT ME SU
  SPICIOUSLY, THEN THROWS ME BACK." : FOR R = 1 TO 4000 : NEXT :
   LO = 9 : GOTO 110
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1780 IF LO = 6 AND BU <> 1 PRINT "SIRENS GO OFF ALL AROUND ME!"
  : PRINT "GUARDS RUN IN AND SHOOT ME TO DEATH!" : GOTO 2510
1790 IF LO = 11 AND EL <> 1 PRINT "THE FLOOR IS WIRED WITH ELECT
  RICITY!" : PRINT "I'M BEING ELECTROCUTED!" : GOTO 2510
1800 IF LO = 10 AND N(30) = - 1 AND DR = 1 PRINT "THE GUARD TAKE
  S MY COFFEE" : PRINT "AND FALLS TO SLEEP RIGHT AWAY." : DG = 5
   + RND(10) : N(11) = 0 : N(12) = 10 : DR = 0 : N(30) = 0 : GOT
  O 240
1810 IF DG = 0 PRINT "I HEAR A NOISE LIKE SOMEONE IS YAWNING." :
   N(11) = 10 : N(12) = 0 : GU = - 2 : DG = - 1 : GOTO 240
1820 IF LO = 1 AND N(26) = - 1 PRINT "HURRAY! YOU'VE RECOVERED T
  HE RUBY!" : PRINT "YOU WIN!" : GOTO 2530
1830 IF T > 375 PRINT "I THINK THEY ARE ON TO ME....I HEAR NOISE
  S."
1840 IF T = 400 PRINT "OH NO! THEY CAUGHT UP TO ME! HELP! THEY'R
  E PULLING OUT GUNS!" : GOTO 2510
1850 IF T = 1 PRINT "WRITING ON THE WALL SAYS:" : PRINT "IF YOU
  WANT INSTRUCTIONS TYPE: ORDERS PLEASE"
1860 IF LO = 6 AND LO(6, 2) <> 0 PRINT "A SECRET DOOR SLAMS DOWN
   BEHIND ME!" : LO(6, 2) = 0 : GOTO 240
1870 IF LO = 10 AND GU = - 2 PRINT "THE GUARD DRAWS HIS GUN AND
  SHOOTS ME!" : GOTO 2510
1880 GOTO 240
1890 IF A$ = "N" THEN A$ = "GO NORTH" : RETURN
1900 IF A$ = "S" THEN A$ = "GO SOUTH" : RETURN
1910 IF A$ = "E" THEN A$ = "GO EAST" : RETURN
1920 IF A$ = "W" THEN A$ = "GO WEST" : RETURN
1930 IF A$ = "I" THEN A$ = "INV" : RETURN
1940 RETURN
1950 IF V$ = "WAL" OR V$ = "RUN" THEN V$ = "GO " : RETURN
1960 IF V$ = "TAK" OR V$ = "CAR" THEN V$ = "GET" : RETURN
1970 IF V$ = "LEA" THEN V$ = "DRO" : RETURN
1980 IF V$ = "PRE" THEN V$ = "PUS" : RETURN
1990 IF V$ = "EXA" THEN V$ = "LOO" : RETURN
2000 IF V$ = "PUT" THEN V$ = "INS" : RETURN
2010 IF V$ = "UNL" THEN V$ = "OPE" : RETURN
2020 IF V$ = "PLA" THEN V$ = "STA" : RETURN
2030 IF V$ = "SMA" THEN V$ = "BRE" : RETURN
2040 IF V$ = "ATT" THEN V$ = "CON" : RETURN
2050 IF V$ = "LIS" THEN V$ = "INV" : RETURN
2060 RETURN
2070 DATA A VIDEO CASSETTE RECORDER, REC, 2, A VIDEO TAPE, TAP,
  0, A LARGE BATTERY, BAT, 0, A BLANK CREDIT CARD, CAR, 0
2080 DATA AN ELECTRONIC LOCK, LOC, 0, AN ELABORATE PAPER WEIGHT,
   WEI, 5, A LOCKED WOODEN DOOR, DOO, 4
2090 DATA AN OPEN WOODEN DOOR, DOO, 0, A SOLID LOOKING DOOR, DOO
  , 10
2100 DATA AN OPEN DOOR, DOO, 0, AN ALERT SECURITY GUARD, GUA, 10
  , A SLEEPING SECURITY GUARD, GUA, 0
2110 DATA A LOCKED MAINTENANCE CLOSET, CLO, 14, A MAINTENANCE CL
  OSET, CLO, 0, A PLASTIC BAG, BAG, 13
2120 DATA AN OLDE FASHIONED KEY, KEY, 9, A SMALL METAL SQUARE ON
   THE WALL, SQU, 16
2130 DATA A LEVER ON THE SQUARE, LEV, 16, AN OLD MAHOGANY DESK,
  DES, 5, A BROOM, BRO, 13, A DUSTPAN, DUS, 13
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2140 DATA A SPIRAL NOTEBOOK, NOT, 0, A MAHOGANY DRAWER, DRA, 0,
  A GLASS CASE ON A PEDESTAL, CAS, 6
2150 DATA A RAZOR BLADE, BLA, 27, A VERY LARGE RUBY, RUB, 0, A S
  IGN ON THE SQUARE
2160 DATA SIG, 16, A QUARTER, QUA, 0, A COFFEE MACHINE, MAC, 8,
  A CUP OF STEAMING HOT COFFEE, CUP, 0
2170 DATA A SMALL CAPSULE, CAP, 0, A LARGE SCULPTURE, SCU, 3, A
  TALL OFFICE BUILDING, BUI, 1
2180 DATA A PAIR OF SLIDING DOORS, DOO, 3, A LARGE BUTTON ON THE
   WALL
2190 DATA BUT, 29, A PANEL OF BUTTONS NUMBERED ONE THRU THREE, P
  AN, 9, A STRONG NYLON ROPE, ROP, 17
2200 DATA A LARGE HOOK WITH A ROPE HANGING FROM IT, HOO, 21, A C
  .I.A. IDENTIFICATION BADGE, BAD, -1, A PORTABLE TELEVISION, TE
  L, 7
2210 DATA A BANK OF MONITORS, MON, 7, A CHAOS I.D. CARD
2220 DATA CAR, 30, A BANK OF MONITORS, MON, 19, A SMALL PAINTING
  , PAI, 23, A PAIR OF RUBBER GLOVES, GLO, 13
2230 DATA A BOX WITH A BUTTON ON IT, BOX, 24, ONE, ONE, 9, TWO,
  TWO, 9, THREE, THR, 9, SLIT, SLI, 10
2240 DATA ON A BUSY STREET, 0, 0, 0, 0, IN A VISITOR'S ROOM, 0,
  0, 3, 0
2250 DATA IN THE LOBBY OF THE BUILDING, 1, 0, 4, 2, IN A DINGY A
  NTE ROOM, 0, 0, 0, 3
2260 DATA IN THE COMPANY PRESIDENT'S OFFICE, 0, 0, 0, 4, IN A SM
  ALL SOUND PROOFED CUBICLE, 0, 12, 0, 0
2270 DATA IN A SECURITY OFFICE, 0, 0, 8, 0, IN A SMALL HALLWAY,
  0, 14, 9, 7, IN A SMALL ROOM, 3, 0, 0, 0
2280 DATA IN A SHORT CORRIDOR, 0, 15, 0, 9, IN A HALLWAY MADE OF
   METAL, 0, 0, 12, 10
2290 DATA IN A SMALL PLAIN ROOM, 6, 0, 0, 11
2300 DATA IN A MAINTENANCE CLOSET, 0, 0, 14, 0, IN A CAFETERIA,
  8, 0, 0, 0, IN A SIDE CORRIDOR, 10, 0, 16, 0
2310 DATA IN A POWER GENERATOR ROOM, 0, 0, 0, 15, IN A SUB-BASEM
  ENT BELOW THE CHUTE, 0, 0, 18, 0
2320 DATA IN THE ENTRANCE TO THE SECRET COMPLEX, 0, 20, 19, 17
2330 DATA IN A SECRET MONITORING ROOM, 0, 0, 0, 18
2340 DATA ON A LEDGE IN FRONT OF A METAL PIT 1000'S OF FEET DEEP
  , 18, 0, 0, 0, ON THE OTHER SIDE OF THE PIT, 0, 0, 22, 0
2350 DATA IN A LONG CORRIDOR, 0, 25, 23, 21, IN A LARGE ROOM, 0,
   26, 0, 22, IN A SECRET LABORATORY, 0, 0, 25, 0
2360 DATA IN A NARROW CROSS CORRIDOR, 22, 0, 0, 24, IN A CROSS E
  XAMINATION ROOM, 23, 28, 0, 0, IN A SMALL BATHROOM, 0, 0, 28,
  0
2370 DATA IN THE OFFICE OF THE CHIEF OF CHAOS, 26, 30, 0, 27, IN
   THE CHAOS CONTROL ROOM, 0, 0, 30, 0, NEAR THE END OF THE COMP
  LEX, 28, 0, 0, 29
2380 DATA "GO ", GET, DRO, PUS, PUL, LOO, INS, OPE, WEA, REA, ST
  A, BRE, CUT, THR, CON, QUI, BON, INV
2390 CLS : PRINT "YOUR MISSION,"; NA$; ",IS TO RECOVER A RUBY TH
  AT IS BEING"
2400 PRINT "USED IN TOP SECRET GOVERNMENT PROJECTS AS A PART IN
  A"
2410 PRINT "LASER PROJECTOR."
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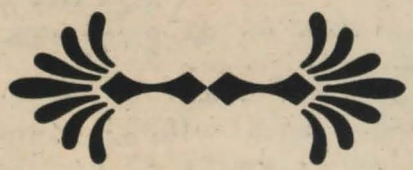
2420 PRINT "YOU WILL HAVE A PARTNER WHO IS NOT TOO BRIGHT AND NE
  EDS"
2430 PRINT "YOU TO TELL HIM WHAT TO DO. USE TWO WORD COMMANDS LI
  KE:"
2440 PRINT : PRINT "       GET NOTEBOOK   GO WEST  LOOK DOOR"
2450 PRINT : PRINT "SOME COMMANDS USE ONLY ONE WORD. EXAMPLE: IN
  VENTORY"
2460 PRINT "IF YOU WANT TO SEE CHANGES IN YOUR SURROUNDINGS TYPE
  : LOOK"
2470 PRINT "THE RUBY HAS BEEN CAPTURED BY A SECRET SPY RING KNOW
  N AS"
2480 PRINT "CHAOS. WE SUSPECT THEY ARE UNDER COVER SOMEWHERE IN
  THIS"
2490 PRINT "NEIGHBORHOOD. GOOD LUCK!"
2500 GOTO 240
2510 FOR R = 1 TO 5000 : NEXT : CLS : PRINT "I'M DEAD!"
2520 PRINT "YOU DIDN'T WIN."
2530 INPUT "WOULD YOU LIKE TO TRY AGAIN (Y/N)"; Z$
2540 IF Z$ = "Y" THEN RUN
2550 'COPYRIGHT (C) CLOAD 1980
       HUGH LAMPERT
       110 LINDNER PL.
       MALVERNE, NY 11565
```



Chapter Seventeen

Arctic Adventure

by Harry McCracken

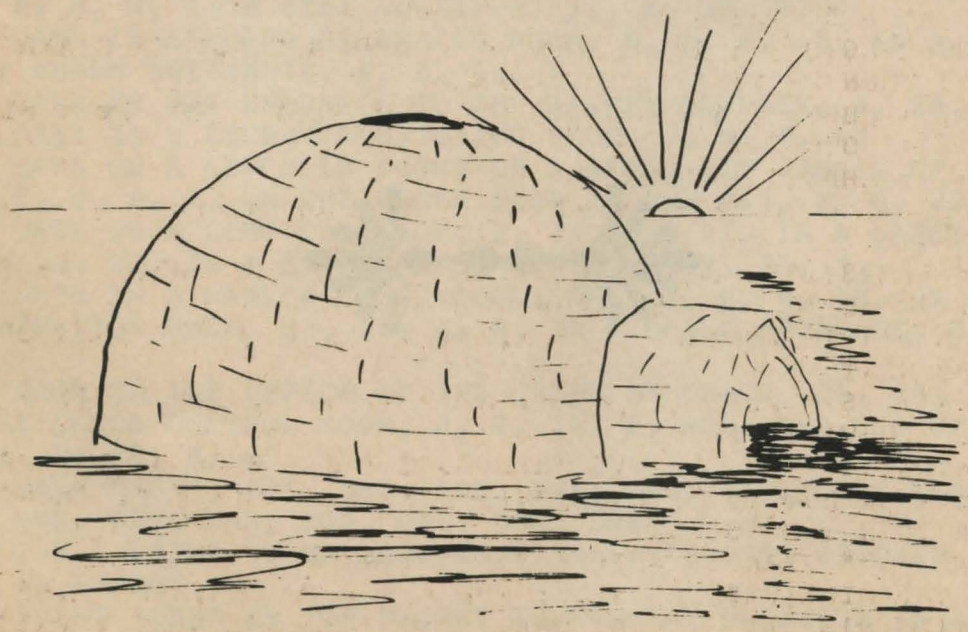
Harry McCracken is a fifteen-year old student at the Cambridge School in Massachusetts. The school, which features a well balanced program of studies for the gifted, has encouraged its students to enhance their knowledge of the computer arts by providing instruction and support.

Harry's other interests include telecommunications, Dungeons and Dragons, and a devotion to science fiction.

Arctic Adventure is Harry's first published work. He wrote the program in BASIC, even though his interests have long since turned to machine language programming. In encoding Harry's adventure, the reader should take note of the advanced techniques he has employed. Comparing *Arctic Adventure* to one of the early commercial BASIC adventures, it is easy to see how far the coding procedures have advanced in a very few years.

Note: The save game routines in this program are for tape only. Disk routines may be added by modifying lines 760 to 770 and the subroutine at line 900.

String packing of a special screen scroll routine takes place in line 20. After this portion of the program has been run once, the twelve asterisks at the beginning of the line being assigned to S$ will contain BASIC keywords. *Do not attempt to edit* that string once it has been created.



```
10 CLEAR 10000 : FE = 3 : DIM O$(43, 3), R$(20, 2), M$(42) : GOS
  UB 1370
20 S$ = "************" : L = PEEK(VARPTR(S$) + 2) * 256 + PEEK(V
  ARPTR(S$) + 1) : FOR A = 0 TO 11 : READ B : POKE L + A, B : NE
  XT : I1$ = "***************" : POKE VARPTR(I1$) + 1, 207 : POK
  E VARPTR(I1$) + 2, 63
30 R = 20 : FOR A = 1 TO R : READ R$(A, 1), R$(A, 2) : NEXT
40 O = 41 : FOR A = 1 TO O : READ O$(A, 1), O$(A, 2), O$(A, 3) :
   NEXT
50 READ V1$, V2$
60 READ N1$, N2$, NT$
70 M = 42 : FOR A = 1 TO M : READ M$(A) : NEXT
80 PRINT@ 594, "Press ENTER to continue."
90 A$ = INKEY$ : IF A$ <> CHR$(13) THEN GOTO 90
100 DEFUSR = L : CMD"T" : DS = 1 : GOTO 120
110 ON ERROR GOTO 0 : POKE 16526, PEEK(VARPTR(S$) + 1) : POKE 16
  527, PEEK(VARPTR(S$) + 2)
120 L = 1 : CLS : PRINT@ 512, STRING$(64, "-");
130 GOSUB 790
140 PRINT@ 960, "Welcome to " CHR$(34)"Arctic Adventure" CHR$(34
  ); : GOSUB 1050 : PRINT "By Harry McCracken"; : GOSUB 1050
150 IF L = 5 OR L = 9 OR L = 15 OR L = 16 THEN IF F2 <> 1 THEN P
  RINT M$(21); : GOSUB 1050 : GOTO 180 : ELSE IF F5 <> 1 THEN PR
  INT M$(22); : GOSUB 1050 : L = 5 : GOSUB 790
160 IF L > 1 AND L < 12 AND F1 = 0 THEN PRINT M$(6); : GOSUB 105
  0 : GC = GC + 1 : IF GC > 10 THEN PRINT M$(7); : GOSUB 1050 :
  GOTO 180
170 PRINT "Your Command--> "; : GOSUB 210
180 GOSUB 1050 : PRINT "The adventure is over."; : GOSUB 1050 :
   PRINT "Do you want to play again?";
190 A$ = INKEY$ : IF A$ = "" THEN GOTO 190 ELSE IF A$ = "N" THEN
   END : ELSE IF A$ = "Y" THEN RUN : ELSE GOTO 190
200 GOTO 200
210 PRINT CHR$(8); CHR$(176); : A$ = INKEY$ : PRINT CHR$(8); " "
  ; : IF A$ = "" THEN 210
220 PRINT CHR$(8); : IF ASC(A$) < 32 AND ASC(A$) <> 8 AND ASC(A$
  ) <> 13 THEN PRINT " "; : GOTO 210
230 IF A$ = CHR$(8) THEN IF POS(0) > 15 THEN GOTO 210 : ELSE PRI
  NT " "; : GOTO 210
240 IF A$ = CHR$(13) THEN 270
250 IF POS(0) < 30 THEN PRINT A$; " "; : GOTO 210
260 GOTO 210
270 I$ = LEFT$(I1$, POS(0) - 15) + " " : GOSUB 1050 : IF I$ = ""
   PRINT "What?"; : GOSUB 1050 : GOTO 150
280 FOR A = 1 TO LEN(I$) : IF MID$(I$, A, 1) = " " THEN GOTO 290
   : ELSE NEXT
290 Q = A : V$ = LEFT$(I$, 3) : N$ = MID$(I$, A + 1, 3) : FOR A
  = 1 TO LEN(V1$) STEP 3
300 IF MID$(V1$, A, 3) = V$ THEN GOTO 310 : ELSE NEXT : PRINT "I
   don't know how to "; CHR$(34); LEFT$(I$, Q); "."; CHR$(34); :
   GOSUB 1050 : GOTO 150
310 IF N$ = "" THEN I$ = I$ + "   " : N$ = "***"
320 V = VAL(MID$(V2$, A, 3)) : FOR A = 1 TO LEN(N1$) STEP 3
330 IF MID$(N1$, A, 3) = N$ THEN GOTO 340 ELSE NEXT : PRINT "I d
  on't know what "; CHR$(34); RIGHT$(I$, LEN(I$) - Q); CHR$(8);
  CHR$(34); " means."; : GOSUB 1050 : GOTO 150
```

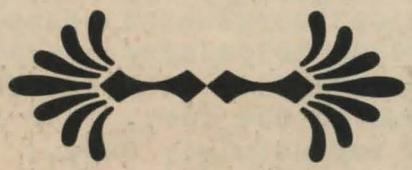
```
340 N = VAL(MID$(N2$, A, 3)) : IF N = 36 THEN PRINT M$(35); : GO
  SUB 1050 : PRINT M$(36); : GOSUB 1050 : GOTO 150
350 NT = VAL(MID$(NT$, A, 3)) : ON V GOTO 360, 400, 460, 510, 55
  0, 570, 590, 650, 660, 670, 680, 690, 710, 730, 750, 760, 770,
   920, 990
360 GOSUB 1060 : IF NT = 3 THEN PRINT "That isn't possible."; :
  GOSUB 1050 : GOTO 150 : ELSE GOSUB 370 : O$(N, 2) = "99" : NO
  = NO + 1 : GOSUB 790 : PRINT M$(5); : GOSUB 1050 : GOTO 150
370 IF NO = 5 THEN PRINT M$(25); : GOSUB 1050 : GOTO 150
380 IF (L = 11 AND VAL(O$(24, 2)) = 11) OR (L = 16 AND VAL(O$(37
  , 2)) = 16) THEN PRINT M$(26); : GOSUB 1050 : GOTO 150
390 RETURN
400 FOR A = 1 TO LEN(R$(L, 2))/2 STEP 2 : IF MID$(R$(L, 2), A, 2
  ) = LEFT$(N$, 2) THEN GOTO 410 ELSE NEXT : PRINT "You can't go
   that direction."; : GOSUB 1050 : GOTO 150
410 IF N = 10 THEN IF RND(10) = 1 THEN PRINT M$(12); : GOSUB 105
  0 : GOTO 180 : ELSE PRINT M$(13); : GOSUB 1050 : IF FE = 3 THE
  N FE = 7 : ELSE FE = 3
420 IF L = 6 THEN L = FE : O$(10, 2) = STR$(FE) : O$(11, 2) = ST
  R$(FE) : GOSUB 790 : GOTO 150
430 IF (VAL(O$(30, 2)) = 0 AND L = 17) AND (N = 27 OR N = 30) TH
  EN PRINT M$(30); : GOSUB 1050 : GOTO 150
440 IF N = 19 THEN PRINT M$(24); : GOSUB 1050
450 L5 = L : L = VAL(MID$(R$(L, 2), A + LEN(R$(L, 2))/2, 2)) : G
  OTO 970
460 GOSUB 1080 : GOSUB 470 : O$(N, 2) = STR$(L) : GOSUB 790 : PR
  INT M$(5); : NO = NO - 1 : GOSUB 1050 : GOTO 150
470 IF N = 2 THEN F1 = 0 : ELSE IF N = 14 THEN F2 = 0 : ELSE IF
  N = 28 THEN F5 = 0
480 IF L = 11 THEN IF VAL(O$(24, 2)) = 11 THEN IF N = 26 THEN PR
  INT M$(31); : GOSUB 1050 : O$(26, 2) = "0" : O$(24, 2) = "0" :
   GOSUB 790 : NO = NO - 1 : GOTO 150
490 IF L = 12 AND NT = 2 THEN PRINT M$(34); : GOSUB 1050 : O$(N
  + 2, 2) = "12" : O$(N, 2) = "0" : GOSUB 790 : NO = NO - 1 : GO
  TO 150
500 RETURN
510 NH = 1 : PRINT "You are holding: "; : FOR A = 1 TO O : IF VA
  L(O$(A, 2)) = 99 THEN NH = 0 : IF LEN(O$(A, 1)) + 2 > 64 - POS
  (0) THEN GOSUB 1050 : PRINT O$(A, 1); ". "; : ELSE PRINT O$(A,
   1); ". ";
520 IF (F1 = 1 AND A = 2) OR (F2 = 1 AND A = 14) OR (F5 = 1 AND
  A = 28) THEN GOSUB 1050 : PRINT "which you are wearing. ";
530 NEXT : IF NH = 1 THEN PRINT "nothing special.";
540 GOSUB 1050 : GOTO 150
550 GOSUB 1080 : IF N <> 2 AND N <> 14 AND N <> 28 THEN PRINT M$
  (8); : GOSUB 1050 : GOTO 150 : ELSE IF N = 2 THEN F1 = 1 : ELS
  E IF N = 14 THEN F2 = 1 : ELSE IF N = 28 THEN F5 = 1
560 PRINT M$(5); : GOSUB 1050 : GOTO 150
570 IF VAL(O$(1, 2)) <> 99 THEN PRINT M$(11); : GOSUB 1050 : GOT
  O 150
580 IF L <> 2 OR F3 = 1 THEN PRINT M$(9); : GOSUB 1050 : GOTO 15
  0 : ELSE F3 = 1 : PRINT M$(10); : GOSUB 1050 : O$(13, 2) = "2"
   : GOSUB 790 : GOTO 150
590 GOSUB 1100 : GOSUB 600 : IF O$(N, 3) = "" THEN PRINT "nothin
  g special."; : GOSUB 1050 : GOTO 150 : ELSE PRINT O$(N, 3); :
  GOSUB 1050 : GOTO 150
```

```
600 IF N = 13 AND VAL(O$(14, 2)) = 0 THEN PRINT M$(10); : GOSUB
  1050 : O$(14, 2) = STR$(L) : O$(15, 2) = STR$(L) : GOSUB 790 :
   RETURN
610 IF N = 9 THEN PRINT M$(23); : GOSUB 1050 : O$(18, 2) = "2" :
   GOSUB 790 : RETURN
620 IF N = 23 THEN PRINT "The Eskimo comments:"; : GOSUB 1050 :
  PRINT CHR$(34); "Drop your treasures here and I'll give you su
  pplies."; CHR$(34); : GOSUB 1050 : RETURN
630 IF N = 2 THEN IF VAL(O$(26, 2)) = 0 THEN PRINT M$(10); : GOS
  UB 1050 : O$(26, 2) = STR$(L) : GOSUB 790 : GOTO 150
640 RETURN
650 PRINT "USE the radio and make contact with the base."; : GOS
  UB 1050 : GOTO 150
660 GOSUB 1080 : IF N <> 15 THEN PRINT "Huh?"; : GOSUB 1050 : GO
  TO 150 : ELSE PRINT M$(14); : GOSUB 1050 : PRINT CHR$(34)M$(RN
  D(6) + 14); CHR$(34); : GOSUB 1050 : GOTO 150
670 GOTO 180
680 GOSUB 1080 : IF N <> 26 THEN PRINT M$(27); : GOSUB 1050 : GO
  TO 150 : ELSE PRINT M$(28); : GOSUB 1050 : O$(N, 2) = "0" : GO
  TO 150
690 GOSUB 1100 : IF N <> 13 AND N <> 27 THEN PRINT "Huh?"; : GOS
  UB 1050 : GOTO 150
700 IF N = 13 THEN PRINT M$(29); : GOSUB 1050 : GOTO 150 : ELSE
  IF VAL(O$(30, 2)) = 0 THEN PRINT M$(30); : GOSUB 1050 : GOTO 1
  50
710 GOSUB 1080 : IF N <> 18 THEN PRINT "Huh?"; : GOSUB 1050 : GO
  TO 150
720 IF L <> 13 THEN PRINT M$(11); : GOSUB 1050 : GOTO 150 : ELSE
   PRINT M$(10); : GOSUB 1050 : PRINT M$(32); : GOSUB 1050 : O$(
  29, 2) = "13" : O$(18, 2) = "0" : NO = NO - 1 : GOSUB 790 : GO
  TO 150
730 GOSUB 1100 : IF O$(29, 2) <> "99" THEN PRINT M$(11); : GOSUB
   1050 : GOTO 150
740 IF VAL(O$(30, 2)) <> 0 THEN PRINT M$(29); : GOSUB 1050 : GOT
  O 150 : ELSE PRINT M$(5); : GOSUB 1050 : O$(30, 2) = "17" : O$
  (27, 2) = "0" : GOSUB 790 : GOTO 150
750 PRINT "This adventure has no score."; : GOSUB 1050 : PRINT "
  The object is to get back to your base."; : GOSUB 1050 : GOTO
  150
760 GOSUB 900 : FOR A = 1 TO O : PRINT#-1, O$(A, 2); : NEXT : PR
  INT#-1, L, F1, F2, F3, FE : PRINT "Done."; : GOSUB 1050 : GOTO
   150
770 GOSUB 900 : FOR A = 1 TO O : INPUT#-1, O$(A, 2); : NEXT : IN
  PUT#-1, L, F1, F2, F3, FE : PRINT "Done."; : GOSUB 1050 : GOSU
  B 790 : GOTO 150
780 GOTO 150
790 PRINT@ 0, "You are "; R$(L, 1); ".  Obvious exits: "; CHR$(3
  0);
800 FOR A = 1 TO LEN(R$(L, 2))/2 STEP 2 : D$ = MID$(R$(L, 2), A,
   2) : IF D$ = "WE" THEN PRINT "West. ";
810 IF D$ = "NO" THEN PRINT "North. "; : ELSE IF D$ = "SO" THEN
  PRINT "South. "; : ELSE IF D$ = "EA" THEN PRINT "East. ";
820 IF D$ = "OU" THEN PRINT "Out. "; : ELSE IF D$ = "UP" THEN PR
  INT "Up. "; ELSE IF D$ = "DO" THEN PRINT "Down. ";
830 NEXT
```

```
840 NH = 1 : PRINT ""; : FOR A = 1 TO 6 : PRINT CHR$(30); "" : N
  EXT : PRINT@ 64, "You see: "; CHR$(30); : FOR A = 1 TO O : IF
  VAL(O$(A, 2)) = L THEN GOSUB 870
850 NEXT : IF NH = 1 THEN PRINT "nothing special."; CHR$(30);
860 PRINT@ 960, ""; : RETURN
870 NH = 0 : IF 64 - POS(0) > LEN(O$(A, 1)) + 2 THEN PRINT O$(A,
   1); ". "; : ELSE PRINT ""; O$(A, 1); ". ";
880 RETURN
890 RETURN
900 PRINT "Read tape, Press ENTER...";
910 A$ = INKEY$ : IF A$ <> CHR$(13) THEN GOTO 920 : ELSE GOSUB 1
  050 : RETURN
920 GOSUB 1080 : GOSUB 950 : IF N = 34 THEN GOTO 960
930 PRINT "Bang!"; : GOSUB 1050 : IF L <> 2 THEN PRINT "nothing
  happens."; : GOSUB 1050 : GOTO 150 : ELSE GOSUB 940 : PRINT M$
  (37); : GOSUB 1050 : O$(28, 2) = "2" : GOSUB 790 : GOTO 150
940 IF VAL(O$(28, 2)) <> 0 THEN PRINT "nothing happens."; : GOSU
  B 1050 : GOTO 150 : ELSE RETURN
950 IF N <> 34 AND N <> 25 THEN PRINT "You can't fire that!"; :
  GOSUB 1050 : GOTO 150 : ELSE RETURN
960 PRINT "WHOOSH!"; : GOSUB 1050 : IF L = 11 THEN PRINT M$(38);
   : GOSUB 1050 : GOTO 150 : ELSE IF L = 16 THEN PRINT M$(39); :
   GOSUB 1050 : O$(37, 2) = "0" : GOSUB 790 : GOTO 150
970 IF (L = 19 AND VAL(O$(35, 2)) = 0) THEN PRINT "You can't go
  that way."; : GOSUB 1050 : GOTO 150
980 IF L = 16 AND L5 = 15 THEN GOSUB 790 : PRINT M$(40); : GOSUB
   1050 : GOTO 180 : ELSE GOSUB 790 : GOTO 150
990 PRINT CHR$(34); RIGHT$(I$, LEN(I$) - Q); CHR$(8); CHR$(34);
  : GOSUB 1050
1000 IF N = 40 THEN PRINT "Who do you think you are, Scott Adams
  ?"; : GOSUB 1050 : GOTO 150
1010 IF N = 39 THEN IF L <> 19 THEN PRINT "Nothing happens."; :
  GOSUB 1050 : GOTO 150
1020 PRINT M$(41); : GOSUB 1050 : L = 20 : GOSUB 790 : PRINT M$(
  42); : GOTO 180
1030 GOTO 150
1040 GOTO 1040
1050 X = USR(0) : PRINT@ 960, CHR$(30); : RETURN
1060 IF VAL(O$(N, 2)) <> L THEN PRINT "That isn't here."; : GOSU
  B 1050 : GOTO 150
1070 RETURN
1080 IF VAL(O$(N, 2)) <> 99 THEN PRINT "You don't have that."; :
   GOSUB 1050 : GOTO 150
1090 RETURN
1100 IF VAL(O$(N, 2)) <> 99 AND VAL(O$(N, 2)) <> L THEN PRINT "T
  hat isn't here."; : GOSUB 1050 : GOTO 150
1110 RETURN
1120 DATA 33, 128, 62, 17, 64, 62, 1, 128, 1, 237, 176, 201
1130 DATA "in an igloo", OU02, on a snowy plain, WESOIG030401, b
  y an ocean, OCWAFLEA05050602, near a snow-covered cave, NOCA02
  08, in the ocean, DOEA0903, on an ice floe, WE01, on the bank
  of an ocean, WEFL1006
1140 DATA in the neck of a cave, OUNO0411, on the floor of the o
  cean, UPEA0515, in an Eskimo village, EATRPOESHO0712121313
```

```
1150 DATA in a cave, SODO0814, in a trading post, OUSL1019, in a
  n Eskimo's home, OU10, in a downward tunnel
1160 DATA UPDO1117, in the ocean at a wrecked ship, WESHWR091616
  , on the deck of a wrecked ship, SOHA1518, at the bottom of a
  tunnel, UPHODO141818, in a wrecked ship, UPSO1716
1170 DATA in a dog sled, WE12, at the base, NOEASOWE01020304
1180 DATA Shovel, 1, , Warm coat, 1, , North, , , South, , , Eas
  t, , , West, , , Out, , , Up, , , Small igloo, 2, , Ice floe,
  3, it's in the ocean, ocean, 3, , , , , Large chest, 0, , Divi
  ng suit, 0, your size, radio, 0,
1190 DATA Cave, 4, , Down, , , Ice brick, 0, , Trading post, 10,
   , Eskimo home, 10, , Eskimo, 12, , Cabinets full of supplies,
   12, , Sign, 12, "The sign reads: We trade treasures for suppl
  ies.", Polar bear, 11, , Flare gun, 11,
1200 DATA Rations, 0, , Door in floor, 17, It's locked, Weighted
   boots, 0, , Key, 0, , Hole in floor, 0, , Cozy fire
1210 DATA 13, , *Bronze Medallion*, 18, , *Ancient Rum*, 16, , H
  arpoon Gun, 0, , Dogsled, 0, , , , , Angry octopus, 16, , Wrec
  ked ship, 15,
1220 DATA Mush, 0, , Yoho, 0, , Hatch, 16,
1230 RETURN
1240 DATA "GETTAKGRAGO RUNCLIENTDROTHRINVWEADIGEXASEALOOHELUSEQU
  IENDEATOPEMELUNLSCOSAVLOASHOFIRSAYYELSHO", "0100100100200200200
  0200300300400500600700700700800901001001101201301401501601701801
  8019019019"
1250 DATA "SHOCOANORSOUEASWESOUTUP IGLSMAFLOOCEWAT***CHELARDIVSU
  ITWORADCAVDOWICEBRITRAPOSHOMESKCABSUPSIGPOLBEAFLARATFOODOOBOOW
  EIKEYHOLFIRBROMEDRUMHARSLEDOGGUNOCTWRESHIMUSYOH
1260 DATA 001002003004005006007008009009010011011012013013014014
  015015016017018018019019020021022022023024024025026026027028028
  029030031032032033034035035036037038038039040
1270 DATA 001001003003003003003003003003003003003003003001001001001
  001001003003001001003003003003003003003003003001001001003001001
  001001003003002002001003003003003003003002002
1280 DATA It's embedded in the ice., That isn't here., You don't
   have that., That's impossible!, Okay., It's very cold here!,
  You die of exposure..., You can't wear that., You find nothing
  ., You find something.
1290 DATA You're missing something., The ice floe breaks! You fa
  ll through to your death., The ice flow floats..., A crackling
   message from the base comes through...
1300 DATA EXAMINE everything closely!, Say MUSH to get to the ba
  se., Shoot a flare if there's an emergency., Wild animals are
  *VERY* hungry!, Weight yourself down., Come back here when you
  're done.
1310 DATA You can't breathe! You drown., You float to the surfac
  e..., An ice-brick came loose., The Eskimo says HOWDY!, Your a
  rms are full, The beast won't let you.
1320 DATA Yechh!, "Could use a little salt, but not bad...", It'
  s already open., It's locked., The bear gobbles it and walks o
  ff., The fire melts it.
1330 DATA There's nothing here to unlock., The Eskimo takes it a
  nd brings you something.
```

```
1340 DATA There's more than one gun in this game. Say something
  like, SHOOT FLARE GUN or GET HARPOON GUN., A plane flies by an
  d drops something.
1350 DATA It doesn't bother the creature a bit., The creature mo
  ans in pain and slithers away to suffer.
1360 DATA The octopus squeezes you to death!, The dogs pull your
   sled across many miles..., To the base! You've solved the adv
  enture!
1370 CLS : PRINT "Arctic Adventure          ------------
  By Harry McCracken
    I will describe your surroundings at the top of the screen.
  Tell me what you want to do with mostly two-word commands such
  "
1380 PRINT "as " CHR$(34)"GET BRICK" CHR$(34)", " CHR$(34)"INVEN
  TORY" CHR$(34)", " CHR$(34)"HELP" CHR$(34)", and " CHR$(34)"ME
  LT ICE" CHR$(34)"."
1390 PRINT "    Use " CHR$(34)"SAVE" CHR$(34)" and " CHR$(34)"LO
  AD" CHR$(34)" to store and recover a game in
progress to tape."
1400 PRINT "    Remember to EXAMINE things, and to think logical
  ly.
                                   Good Luck on your adventure!"
1410 RETURN
```



Chapter Eighteen

Adventureland

by Scott Adams

M. Scott Adams is the undisputed guru of microcomputer adventure, and is considered one of the pioneers of the microcomputer software business. When all that was being offered were simple Star Trek imitations, he produced the original adventure and literally founded a new classification of computer games.

Adventureland is the 16K Level II version of the minicomputer game of the same name. The listings here are the BASIC version of what later became the first of many machine language adventures from Scott's company, Adventure International.

There are two listings to this adventure. The first generates a data tape (or file) which contains the code and the data for the adventure. The second, an interpreter, actually plays the adventure.

The complexity of the code makes this the most difficult of all adventures to key in. It must be checked and double checked for errors. If any mistake is made in keying in the code, the logic of the program will be bad and there is a good possibility that the puzzle will not be solved.

Note: The listing for Adventureland (the second of the two listings) has some confusing information in lines 20 and 40. Essentially, if you are keying in this for 16K RAM, Level II, Model I only, the information will be correct. However, the test in line 40 may bomb. The test may be eliminated entirely with no ill effects on the program. It was a test which was added after all the code was entered and tested. Its prime purpose was to test for a good tape load of the program.

In this listing the caret is used to denote the up-arrow key (raise to a power).

```
10 '    **** BE SURE AND USE A C-60 TAPE FOR YOUR DATA TAPE!!!!
20 '    ADVENTURE DATA TAPE BUILDER. BUILDER/BAS
30 '    VERSION 1.3 (c) SCOTT ADAMS  '80.
40 '    ADVENTURE INTERNATIONAL, BOX 3435, LONGWOOD, FL 32750
50 '    PHONE (305) 862-6917
60 '    BUILDS DATA TAPE FOR ORIGINAL BASIC VERSION OF ADVENTURE
  LAND
70 'PLEASE NOTE ON LINES THAT SUDDENLY GO TO THE
NEXT LINE LIKE
THIS, USE <DOWN ARROW> KEY WHICH IS RIGHT ABOVE
THE LEFT HAND SHIFT KEY ON YOUR TRS-80!
80 DATA 60, 151, 59, 33, 5, 11, 13, 3, 125, 71, 3, 75, 161, 386,
   160, 200, 0, 17612, 0, 10, 401, 420, 400, 146, 0, 1852, 8850,
   8, 421, 0, 0, 0, 0, 2011, 0, 8, 521
90 DATA 520, 260, 0, 0, 2609, 7800, 100, 108, 760, 820, 420, 100
  , 8312, 10264, 100, 484, 0, 0, 0, 0, 5613, 0, 5, 141, 140, 20,
   246, 0
100 DATA 6062, 0, 5, 406, 426, 400, 442, 146, 7845, 0, 8, 482, 1
  52, 0, 0, 0, 2311, 0, 100, 104, 0, 0, 0, 0, 8550, 0, 50, 161,
  246, 160, 1100, 0, 7259, 7800, 100
110 DATA 148, 140, 940, 500, 0, 10262, 9900, 30, 841, 426, 406,
  400, 0, 7845, 0, 50, 542, 141, 0, 0, 0, 10504, 9150, 100, 248,
   642, 720, 640, 700
120 DATA 8005, 7950, 100, 248, 542, 1040, 540, 0, 8005, 0, 100,
  28, 49, 20, 40, 0, 6360, 8700, 25, 288, 260, 280, 0, 0, 7860,
  9150, 100, 248, 240, 0, 0, 0, 9660
130 DATA 0, 100, 269, 260, 0, 0, 0, 16558, 17357, 100, 28, 48, 2
  0, 40, 0, 4110, 9000, 4366, 22, 0, 0, 0, 0, 6900, 0, 4374, 0,
  0, 0, 0, 0, 9750, 0, 4404
140 DATA 682, 0, 0, 0, 0, 6900, 0, 4407, 82, 0, 0, 0, 0, 6900, 0
  , 1521, 142, 421, 420, 140, 0, 8902, 450, 1542, 462, 141, 460,
   0, 0, 7800, 0, 1521, 142, 401, 400
150 DATA 140, 0, 8902, 450, 2742, 461, 460, 502, 780, 500, 8864,
   8005, 2742, 461, 460, 0, 0, 0, 7950, 0, 1523, 482, 146, 0, 0,
   0, 2311, 0, 1523, 482
160 DATA 141, 266, 0, 0, 2400, 0, 1523, 482, 141, 261, 260, 520,
   8902, 0, 1533, 0, 0, 0, 0, 0, 9900, 0, 4350, 0, 0, 0, 0, 0, 9
  600, 0, 5100, 0, 0, 0, 0, 0, 9900, 0
170 DATA 3450, 581, 344, 460, 0, 0, 8118, 8614, 2125, 623, 566,
  0, 0, 0, 2850, 0, 2125, 621, 561, 620, 0, 0, 3021, 9209, 6794,
   0, 0, 0, 0, 0, 17100, 0
180 DATA 2125, 622, 561, 620, 240, 0, 10555, 8720, 184, 404, 702
  , 380, 0, 0, 8164, 0, 1525, 24, 806, 0, 0, 0, 2400, 0, 1525, 2
  4, 801, 800, 620, 0, 8902, 0, 2725
190 DATA 621, 620, 800, 0, 0, 8902, 3450, 2125, 362, 561, 0, 0,
  0, 3300, 0, 6803, 0, 0, 0, 0, 0, 17100, 0, 185, 384, 0, 0, 0,
  0, 3750, 0, 1510, 762, 760
200 DATA 505, 0, 0, 7800, 0, 2710, 761, 760, 582, 20, 0, 7986, 8
  700, 6343, 921, 920, 0, 0, 0, 509, 0, 1513, 122, 261, 260, 240
  , 0, 8902, 0, 900, 384, 420
210 DATA 726, 0, 0, 8164, 0, 900, 424, 380, 0, 0, 0, 8164, 0, 18
  5, 424, 502, 0, 0, 0, 3900, 0, 185, 424, 505, 440, 0, 0, 8164,
   0, 7815, 0, 0, 0, 0, 0, 10650, 0
220 DATA 204, 682, 0, 0, 0, 0, 7650, 0, 2723, 521, 502, 520, 480
  , 280, 4259, 8008, 1513, 122, 266, 0, 0, 0, 2400, 0, 5751, 62,
   0, 0, 0, 0, 300, 0, 207, 40, 102
```

```
230 DATA 0, 0, 0, 8164, 0, 2713, 241, 240, 260, 0, 0, 8902, 4350
  , 1528, 442, 440, 200, 0, 0, 8319, 8294, 1257, 100, 102, 292,
  80, 221, 8303, 1050, 5870
240 DATA 104, 322, 286, 0, 0, 900, 0, 5570, 104, 322, 286, 0, 0,
   900, 0, 3611, 221, 60, 220, 0, 0, 4558, 7950, 5870, 322, 281,
   320, 340, 0, 8303, 9600, 2737, 721
250 DATA 685, 720, 0, 0, 7950, 0, 900, 384, 721, 0, 0, 0, 5011,
  0, 2737, 721, 1120, 900, 680, 720, 8003, 8309, 1537, 722, 720,
   0, 0, 0, 4852, 0
260 DATA 3300, 0, 0, 0, 0, 0, 5100, 0, 3900, 0, 0, 0, 0, 0, 9813
  , 0, 1510, 762, 502, 0, 0, 0, 3900, 0, 2710, 761, 585, 820, 76
  0, 0, 5303, 8850, 1050, 68, 765, 60, 0
270 DATA 0, 16710, 0, 4800, 68, 60, 542, 0, 0, 5910, 0, 4950, 0,
   0, 0, 0, 0, 9750, 0, 7050, 401, 0, 0, 0, 0, 16613, 15750, 705
  0, 421, 0, 0, 0, 0, 16613
280 DATA 15750, 184, 364, 0, 0, 0, 0, 15300, 0, 1554, 682, 0, 0,
   0, 0, 7650, 0, 5250, 502, 860, 360, 500, 0, 6212, 8250, 2723,
   521, 542, 480, 880, 540, 8003
290 DATA 8293, 7350, 68, 60, 0, 0, 0, 9001, 16607, 5870, 342, 0,
   0, 0, 0, 9600, 0, 166, 702, 380, 0, 0, 0, 8164, 0, 1050, 68,
  760, 100, 80, 502, 8308
300 DATA 4710, 6761, 0, 0, 0, 0, 0, 16614, 0, 5400, 0, 0, 0, 0,
  0, 197, 0, 207, 82, 60, 0, 0, 0, 8164, 0, 1257, 102, 221, 100,
   80, 281, 8303, 1200, 6038, 502, 0, 0, 0
310 DATA 0, 3947, 0, 6039, 542, 0, 0, 0, 0, 5897, 0, 6313, 241,
  240, 260, 0, 0, 509, 7800, 6313, 122, 0, 0, 0, 0, 450, 0, 6342
  , 461, 460, 0, 0, 0, 509
320 DATA 0, 7500, 322, 68, 320, 340, 60, 8303, 810, 4050, 524, 1
  0, 0, 0, 0, 4950, 0, 4050, 524, 11, 200, 0, 0, 8164, 0, 1200,
  226, 0, 0, 0, 0, 5700, 0, 6600, 943
330 DATA 221, 220, 500, 140, 2762, 8700, 6600, 221, 527, 220, 50
  0, 0, 2762, 9900, 4217, 183, 0, 0, 0, 0, 7650, 0, 1521, 142, 1
  40, 0, 0, 0, 7800, 0
340 DATA 4217, 203, 169, 960, 160, 0, 7403, 8700, 4217, 203, 228
  , 0, 0, 0, 150, 0, 4217, 203, 208, 220, 660, 960, 7558, 8159,
  4217, 203, 188, 200, 660, 980
350 DATA 7558, 8159, 4217, 203, 168, 980, 180, 0, 7403, 8700, 76
  50, 401, 400, 420, 0, 0, 462, 8902, 7650, 421, 0, 0, 0, 0, 463
  , 9150, 4050, 527, 0, 0
360 DATA 0, 0, 15300, 0, 3450, 586, 0, 0, 0, 0, 150, 0, 6600, 0,
   0, 0, 0, 0, 150, 0, 5281, 0, 0, 0, 0, 0, 16607, 5100, 6807, 0
  , 0, 0, 0, 0, 15450, 0, 2723, 521, 480
370 DATA 520, 260, 0, 8009, 7800, 6780, 0, 0, 0, 0, 0, 15450, 0,
   6771, 0, 0, 0, 0, 0, 15450, 0, 7200, 0, 0, 0, 0, 0, 15600, 0,
   207, 224, 560, 0, 0, 0, 8164
380 DATA 0, 7050, 524, 0, 0, 0, 0, 16605, 16350, 7050, 224, 0, 0
  , 0, 0, 16605, 0, 7050, 384, 0, 0, 0, 0, 16605, 0, 7050, 464,
  0, 0, 0, 0, 16606, 0, 7050, 264, 0, 0, 0
390 DATA 0, 16609, 0, 7050, 344, 0, 0, 0, 0, 16609, 0, 7050, 304
  , 0, 0, 0, 0, 16609, 0, 7050, 424, 0, 0, 0, 0, 16605, 0, 7050,
   164, 0, 0, 0, 0, 16608, 0
400 DATA 5570, 281, 322, 340, 320, 0, 8005, 0, 206, 342, 120, 0,
   0, 0, 8156, 9600, 2117, 201, 200, 180, 0, 0, 8902, 1500, 2119
  , 181, 180, 200, 0, 0, 8902, 1350
```

```
410 DATA 1551, 62, 0, 0, 0, 0, 1711, 0, 166, 1042, 480, 0, 0, 0,
   8164, 0, 1549, 0, 0, 0, 0, 0, 16611, 0, 2100, 561, 365, 0, 0,
   0, 3600, 0, 5250, 0, 0, 0, 0
420 DATA 0, 150, 0, 3450, 581, 347, 340, 0, 0, 8118, 8464, 7050,
   24, 0, 0, 0, 0, 16605, 0, 3611, 226, 0, 0, 0, 0, 5700, 0, 705
  0, 404, 0, 0, 0, 0, 16616, 15450, 6774
430 DATA 0, 0, 0, 0, 0, 9750, 0, 166, 84, 100, 0, 0, 0, 8164, 0,
   1542, 462, 482, 146, 0, 0, 2311, 0, 7050, 0, 0, 0, 0, 0, 150,
   0, 1200, 0, 0, 0, 0, 0, 197
440 DATA 0, 3600, 0, 0, 0, 0, 0, 16800, 0, AUT, ANY, GO, NORTH,
  *ENT, SOUTH, *RUN, EAST, *WAL, WEST, *CLI, UP, JUM, DOWN, BEA,
   NET, CHO, FIS, *CUT, AWA, TAK
450 DATA MIR, *GET, AXE, *PIC, *AX, *CAT, WAT, LIG, BOT, *TUR, G
  AM, *LAM, HOL, *BUR, LAM, DRO, *ON, *REL, OFF, *SPI, DOO, *LEA
  , MUD, STO, *MED
460 DATA AWA, BEE, THR, SCO, TOS, GAS, QUI, FLI, SWI, EGG, RUB,
  OIL, LOO, *SLI, *SHO, KEY, *SEE, HEL, DRA, BUN, SCO, INV, INV,
   LED, YEL, THR, WAK, CRO, UNL
470 DATA BRI, REA, BEA, OPE, DRA, ATT, RUG, *HIT, RUB, DRI, HON,
   *GAT, FRU, BUN, OX, FIN, RIN, *LOC, CHI, HEL, *BIT, SAY, BRA,
   WIN, SIG, DOO, BLA
480 DATA SCR, WEB, SAV, *WRI, , SWA, , LAV, , ARO, , HAL, , TRE,
   , *STU, , FIR, 0, 7, 10, 1, 0, 24, , 23, 1, 1, 25, 0, 0, Dism
  al swamp, 0, 0, 0, 0, 0, 1
490 DATA Top of a tall cypress tree, 1, 1, 1, 1, 1, 4, Large hol
  low damp stump in the swamp, 0, 0, 0, 0, 3, 5, Root chamber un
  der the stump, 0, 0
500 DATA 0, 0, 4, 0, Semi-dark hole next to root chamber, 0, 0,
  0, 0, 5, 7, Long down-sloping hall, 8, 9, 0, 27, 6, 12
510 DATA Large cavern, 0, 7, 0, 0, 0, 0, Large 8-sided room, 7,
  0, 0, 0, 20, 0, Royal Ante-room, 11, 10, 26, 1, 0, 26
520 DATA *I'm on the shore of a lake, 11, 11, 23, 11, 0, 0
530 DATA Forest, 13, 15, 15, 0, 0, 13, Maze of pits, 0, 0, 0, 14
  , 12, 0, Maze of pits, 17, 12, 13, 16, 16, 17, Maze of pits, 1
  2, 0, 13, 12, 13
540 DATA 0, Maze of pits, 0, 17, 0, 0, 14, 17, Maze of pits, 17,
   12, 12, 15, 14, 18, Maze of pits, 0, 0, 0, 0, 17, 0
550 DATA Bottom of a chasm. Above me is
a pair of ledges. One has a bricked-up window across its face.
The other faces a throne room
560 DATA 0, 0, 0, 20, 0, 0, *I'm on a narrow ledge by a chasm. A
  cross the chasm is
the throne room, 0, 0, 0, 0, 0, 9
570 DATA Royal chamber, 0, 0, 0, 0, 0, 0, Narrow ledge by a thro
  ne room.
Across the chasm is another ledge, 0, 0, 0, 0, 0, 21
580 DATA Throne room, 10, 1, 10, 11, 0, 0, Sunny meadow, 0, 0, 0
  , 0, 0, 0
590 DATA *I think I'm in real trouble now. There's a fellow here
   with
a pitchfork and a pointed tail. ...Oh Hell!
600 DATA 11, 0, 1, 11, 0, 0, Hidden grove, 0, 0, 0, 0, 0, 0, Qui
  ck-sand bog, 0, 0, 7, 0, 0, 0, Memory RAM of a TRS-80. I took
  a wrong turn!, 0, 0, 0, 0, 0, 11
```

```
610 DATA Top of an oak.
To the East I see a meadow. Beyond that a lake., 0, 0, 0, 0, 0,
  0, , 0, 0, 0, 0, 0, 0, , 0, 0, 0, 0
620 DATA 0, 0, , 0, 0, 0, 0, 0, 0, , 0, 24, 11, 24, 28, 24, Larg
  e misty room with strange
unreadable letters over all the exits, , Nothing happens
630 DATA Chop it down!, Boy that really hit the spot!, Dragon sm
  ells something. Awakens. Attacks me!, Lock shatters, I can't--
  its locked
640 DATA Timber. Something fell from the tree top and vanished!,
   Timber!, Lamp is off, Flamless lamp is lit.
650 DATA I'm bit by a spider, My chigger bites are now infected,
   My bites have rotted my whole body
660 DATA Bear eats the honey and falls asleep, Bees sting me, I'
  ve no container, The bees all suffocated and disappeard.
670 DATA Something I'm holding vibrates and..., Nothing to light
   it with., Gas bladder blew up, In my hands!
680 DATA Gas needs to be contained before it will burn, Gas disi
  pates. (I think you blew it), That won't ignite, How? Jump?, B
  ear won't let me.
690 DATA Don't waste *Honey*. Get mad instead., Bees madden Bear
  . Bear then attacks me!, It soaks into the ground.
700 DATA In 1 word tell me at what., Oh no... Bear dodges... Cra
  sh., Heavy!, Something's too heavy. I fall., To stop game -- s
  ay QUIT
710 DATA Mirror hits floor and shatters into a million pieces.,
  Mirror lands softly on rug. Lights up and says
720 DATA You lost *all* treasures., Not carrying axe. Take inven
  tory!, It doesn't bother him at all., The mud dried up and fel
  l off.
730 DATA The bear is so startled he falls off the ledge., *Drago
  n sting* and fades. I don't get it. I hope you do.
740 DATA The bees attack the dragon which gets so annoyed it get
  s up
and flies away..., Magic oil attracts magic lamp. Lamp is now fu
  ll.
750 DATA I'm bit by chiggers, There's something there all right!
   Maybe I should go there?, Maybe if I threw something?...
760 DATA Too dry. Fish die., A glowing genie appears. Drops some
  thing. Then vanishes.
770 DATA A glowing genie appears. Says -Boy you're selfish- Take
  s
something and then makes -me- vanish!
780 DATA No. Its too hot, Not here., Try the swamp, Use one word

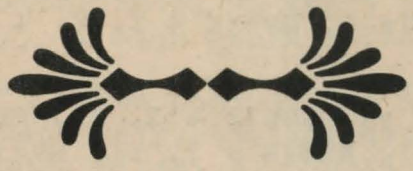
790 DATA Try--> LOOK.JUMP.SWIM.CLIMB.THROW.FIND.TAKE.INVENTORY.S
  CORE
DROP and any other verb you think of. Some may not need a noun.
800 DATA Only 3 things will wake the dragon and 1 item is danger
  ous
by itself!!
810 DATA If you ever want a hint on something try HELP., Read si
  gn in the meadow!, You may need magic words here
820 DATA A voice booooms out, Please leave it alone, Can only th
  row ax, Medicine is good for bites., I don't know where it is
```

```
830 DATA To win get 100 when you say SCORE. A Treasure is
anything with an * in the name, Blow it up., Fish escape back to
   lake
840 DATA , , , , , , 0, Dark Hole, 4, *Pot of rubies*/RUB/, 4, Spi
  der web with writing on it, 2
850 DATA -Hollow- stump and remains of a felled tree, 0, Cypress
   Tree, 1, Water, 10, Evil Smelling Mud/MUD/, 1, *Golden fish*/
  FIS/, 10
860 DATA Lit Brass Lamp/LAM/, 0, Old Fashioned Brass Lamp/LAM/,
  3, Rusty Axe (Magic word BUNYON on it)/AXE/, 10
870 DATA Bottle with water/BOT/, 3, Empty Bottle/BOT/, 0, Ring o
  f Skeleton Keys/KEY/, 2, Sign LEAVE TREASURES HERE. SAY SCORE.
  , 3
880 DATA Locked Door, 5, Open Door with a hallway beyond, 0, Swa
  mp Gas, 1, *Golden Net*/NET/, 18, Chigger Bites, 0
890 DATA Infected Chigger Bites, 0, Floating Patches of Oily Sli
  me, 1, *Royal Honey*/HON/, 8, Large African Bees, 8
900 DATA Very Thin Black Bear, 21, Bees in a Bottle/BOT/, 0, Lar
  ge Sleeping Dragon, 23, Flint & Steel/FLI/, 13, *Thick Persian
   Rug*/RUG/, 17
910 DATA Sign -Magic word is AWAY. Look La (rest of sign is miss
  ing), 18, Distended Gas Bladder/BLA/, 0, Bricked up Window, 20

920 DATA Sign here says -In many Cases Mud is Good. In others...
  -, 23, Stream of Lava, 18
930 DATA Bricked up Window with a Hole in it.
Beyond is a Ledge., 0, Loose Fire Bricks, 0, *Gold Crown*/CRO/,
  22
940 DATA *Magic Mirror*, 21, Sleeping Bear, 0, Empty Wine Bladde
  r/BLA/, 9, Broken Glass, 0, Chiggers/CHI/, 1, Dead Bear, 0
950 DATA *Dragon Eggs* (very rare)/EGG/, 0, Lava Stream with Bri
  ck Dam, 0, *Jeweled Fruit*/FRU/, 25
960 DATA *Small Statue of a Blue Ox*/OX/, 26, *Diamond Ring*/RIN
  /, 0, *Diamond Braclet*/BRA/, 0, Strange scratchings on rock s
  ays -Aladin Was Here-, 14
970 DATA Sign says -Limbo. Find right exit and live again!-, 33,
   Smoking Hole. Pieces of Dragon and gore., 0
980 DATA Sign says -No Swimming allowed here-, 10, Arrow pointin
  g down, 17, Dead Fish/FIS/, 0, *Firestone* (cold now)/FIR/, 0,
   Sign says -Paul's Place-
990 DATA 25, Trees, 11, , 0, , 0,
1000 CLEAR 900 : DEFINT A - Z : POKE 16553, 255 : RESTORE
1010 CLS : INPUT "=DISK> OR >TAPE>"; TP$ : IF LEFT$(TP$, 1) = "D
  " THEN 1030
1020 CLS : INPUT "PREPARE DATA TAPE <HIT ENTER>"; TP$ : D = - 1
  : GOTO 1040
1030 D = 1 : OPEN "O", 1, "ADV/DAT"
1040 CLS : PRINT@ 64 * 4, "Adventure Data Builder - Working"
1050 READ IL, CL, NL, RL, MX, R, TT, LN, LT, ML, TR : PRINT #D,
  IL, CL, NL, RL, MX, R, TT, LN, LT, ML, TR
1060 DIM CA(1, 7), NV$(NL + 10, 1), IA$(IL), IA(IL), RS$(RL), RM
  (RL, 5), MS$(ML), AA(5), A$(9), A(1, 7)
1070 FOR Z = 0 TO CL STEP 2 : FOR XX = 0 TO 1 : FOR Y = 0 TO 7 :
   READ CA(XX, Y) : NEXT Y : NEXT XX : X = 0
```

```
1080 Y = X + 1 : PRINT# D, CA(X, 0), CA(X, 1), CA(X, 2), CA(X, 3
  ), CA(X, 4), CA(X, 5)CA(X, 6), CA(X, 7), CA(Y, 0), CA(Y, 1), C
  A(Y, 2), CA(Y, 3), CA(Y, 4), CA(Y, 5), CA(Y, 6), CA(Y, 7) : NE
  XT Z
1090 FOR X = 0 TO NL : FOR Y = 0 TO 1 : READ NV$(X, Y) : NEXT Y,
   X
1100 FOR X = 0 TO RL : READ RM(X, 0), RM(X, 1), RM(X, 2), RM(X,
  3), RM(X, 4), RM(X, 5), RS$(X) : NEXT
1110 FOR X = 0 TO ML : READ MS$(X) : NEXT
1120 FOR X = 0 TO IL : READ IA$(X), IA(X) : NEXT
1130 IF D = 1 THEN FOR X = 0 TO NL STEP 10 : FOR Y = 0 TO 1 : FO
  R Z = 0 TO 9 : PRINT# D, NV$(X + Z, Y) : NEXT Z, Y, X : GOTO 1
  150
1140 FOR X = 0 TO NL STEP 10 : FOR Y = 0 TO 1 : PRINT# D, NV$(X
  + 1, Y), NV$(X + 2, Y), NV$(X + 3, Y), NV$(X + 4, Y), NV$(X +
  5, Y), NV$(X + 6, Y), NV$(X + 7, Y), NV$(X + 8, Y), NV$(X + 9,
   Y) : NEXT Y, X
1150 IF D = 1 THEN FOR X = 0 TO RL : FOR Y = 0 TO 5 : PRINT# D,
  RM(X, Y) : NEXT Y : PRINT# D, RS$(X) : NEXT X : GOTO 1170
1160 FOR X = 0 TO RL : PRINT# D, RM(X, 0), RM(X, 1), RM(X, 2), R
  M(X, 3), RM(X, 4), RM(X, 5), RS$(X) : NEXT
1170 FOR X = 0 TO ML : PRINT# D, MS$(X) : NEXT
1180 IF D = 1 THEN FOR X = 0 TO IL : PRINT# D, IA$(X) : PRINT# D
  , IA(X) : NEXT : GOTO 1200
1190 FOR X = 0 TO IL : PRINT# D, IA$(X), IA(X) : NEXT
1200 IF D = 1 THEN PRINT : PRINT "Verifying Data" : CLOSE : OPEN
   "I", 1, "ADV/DAT" : GOTO 1220
1210 INPUT "Rewind tape to be verified"; TP$
1220 POKE 16553, 255 : RESTORE : FOR X = 1 TO 11 : READ A0 : NEX
  T
1230 INPUT# D, A0, A1, A2, A3, A4, A5, A6, A7, A8, A9, B0
1240 IF B0 <> TR OR A0 <> IL OR A1 <> CL OR A2 <> NL OR A3 <> RL
   OR A4 <> MX OR A5 <> R OR (A6 <> TT) OR A7 <> LN OR A8 <> LT
  OR A9 <> ML THEN 1350
1250 FOR X = 0 TO CL STEP 2 : INPUT# D, A(0, 0), A(0, 1), A(0, 2
  ), A(0, 3), A(0, 4), A(0, 5), A(0, 6), A(0, 7), A(1, 0), A(1,
  1), A(1, 2), A(1, 3), A(1, 4), A(1, 5), A(1, 6), A(1, 7)
1260 FOR Y = 0 TO 1 : FOR Z = 0 TO 7 : READ A0 : IF A(Y, Z) <> A
  0 THEN 1350 ELSE NEXT Z, Y, X
1270 IF D = 1 THEN FOR X = 0 TO NL STEP 10 : FOR Y = 0 TO 1 : FO
  R Z = 0 TO 9 : INPUT# D, A$ : IF NV$(X + Z, Y) <> A$ THEN 1350
   ELSE NEXT Z, Y, X : GOTO 1290
1280 FOR X = 0 TO NL STEP 10 : FOR Y = 0 TO 1 : INPUT# D, A$(0),
   A$(1), A$(2), A$(3), A$(4), A$(5), A$(6), A$(7), A$(8), A$(9)
   : FOR Z = 0 TO 9 : IF NV$(X + Z, Y) <> A$(Z) THEN 1350 : ELSE
   NEXT Z, Y, X
1290 IF D = 1 THEN FOR X = 0 TO RL : FOR Y = 0 TO 5 : INPUT# D,
  A : IF RM(X, Y) <> A THEN 1350 ELSE NEXT Y : LINEINPUT# D, A$
  : IF RS$(X) <> A$ THEN 1350 ELSE NEXT X : GOTO 1310
1300 FOR X = 0 TO RL : INPUT# D, AA(0), AA(1), AA(2), AA(3), AA(
  4), AA(5), A$ : FOR Y = 0 TO 5 : IF AA(Y) <> RM(X, Y) OR A$ <>
   RS$(X) THEN 1350 ELSE NEXT Y, X
1310 IF D = 1 THEN FOR X = 0 TO ML : LINEINPUT# D, A$ : IF A$ <>
   MS$(X) THEN 1350 ELSE NEXT : GOTO 1330
```

```
1320 FOR X = 0 TO ML : INPUT# D, A$ : IF A$ <> MS$(X) THEN 1350
  ELSE NEXT
1330 IF D = 1 THEN FOR X = 0 TO IL : LINEINPUT# D, A$ : INPUT# D
  , A : IF A$ <> IA$(X) OR IA(X) <> A THEN 1350 ELSE NEXT X : CL
  S : PRINT "Data Verified" : CLOSE : END
1340 FOR X = 0 TO IL : INPUT# D, A$, AA(0) : IF AA(0) <> IA(X) O
  R A$ <> IA$(X) THEN 1350 : ELSE NEXT X : CLS : PRINT "Data Tap
  e Verified" : END
1350 PRINT "Bad Data!" : END
```



```
10 '  COPYRIGHT SCOTT ADAMS. 1978
20 ' IF 16K LEVEL II MAKE LINE 30: CLEAR 5400 : DEFINT A - Z : D
   = - 1
30 CLEAR 5400 : DEFINT A - Z : CLS : INPUT "<D>ISK OR <T>APE"; T
  P$ : IF LEFT$(TP$, 1) = "D" THEN D = 1 ELSE D = - 1
40 ' IF 16K LEVEL II MAKE THIS LINE: IF D = - 1 IF MEM <> 4526 P
  RINT "BAD LOAD" : END
50 X = Y = Z : K = R = V : N = LL = F : TP$ = K$ : W = IP = P :
  Z$ = "I've too much to carry. Try TAKE INVENTORY" : GOSUB 1310
   : GOTO 120
60 CLS : PRINT "     ***  Welcome to Adventure Land. (#4.6) ***
  " : PRINT : PRINT "Unless told differently you must find *Trea
  sures*
and return them to their proper place!"
70 PRINT : PRINT "I'm your puppet. Give me English commands that
  "
80 PRINT "consist of a verb and noun. Some examples..." : PRINT

90 PRINT "To find out what you're carrying, you might say, TAKE
  INVENTORY
To go into a hole, you might say, GO HOLE
To save current game, SAVE GAME"
100 PRINT : PRINT "You will at times need special items to do th
  ings, but I'm
sure you'll be a good adventurer and figure these things out."
110 PRINT : INPUT "     Happy Adventuring... Hit <ENTER> to star
  t"; K$ : CLS : RETURN
120 R = AR : LX = LT : DF = 0 : SF = 0 : INPUT "Use old 'saved'
  game"; K$ : IF LEFT$(K$, 1) <> "Y" THEN 150
130 IF D <> - 1 THEN CLOSE : OPEN "I", 1, "ADVENTUR/OLG" : ELSE
  INPUT "Ready saved tape"; K$ : PRINT INT(IL * 5/60) + 1; "minu
  tes to load."
140 INPUT# D, SF, LX, DF, R : FOR X = 0 TO IL : INPUT# D, IA(X)
  : NEXT : IF D <> - 1 CLOSE
150 GOSUB 60 : GOSUB 260 : GOTO 180
160 INPUT "Tell me what to do"; TP$ : PRINT : GOSUB 190 : IF F P
  RINT "You use word(s) I don't know" : GOTO 160
```

```
170 GOSUB 380 : IF IA(9) = - 1 THEN LX = LX - 1 : IF LX < 0 THEN
   PRINT "Light has run out" : IA(9) = 0 : ELSE IF LX < 25 PRINT
   "Light runs out in"LX"turns!"
180 NV(0) = 0 : GOSUB 380 : GOTO 160
190 K = 0 : NT$(0) = "" : NT$(1) = ""
200 FOR X = 1 TO LEN(TP$) : K$ = MID$(TP$, X, 1) : IF K$ = " " T
  HEN K = 1 : ELSE NT$(K) = LEFT$(NT$(K) + K$, LN)
210 NEXT X : FOR X = 0 TO 1 : NV(X) = 0 : IF NT$(X) = "" THEN 25
  0 : ELSE FOR Y = 0 TO NL : K$ = NV$(Y, X) : IF LEFT$(K$, 1) =
  "*" THEN K$ = MID$(K$, 2)
220 IF X = 1 IF Y < 7 THEN K$ = LEFT$(K$, LN)
230 IF NT$(X) = K$ THEN NV(X) = Y : ELSE NEXT Y : GOTO 250
240 IF LEFT$(NV$(NV(X), X), 1) = "*" THEN NV(X) = NV(X) - 1 : GO
  TO 240
250 NEXT X : F = NV(0) < 1 OR LEN(NT$(1)) > 0 AND NV(1) < 1 : RE
  TURN
260 IF DF IF IA(9) <> - 1 AND IA(9) <> R PRINT "I can't see. It'
  s too dark!" : RETURN
270 K = - 1 : IF LEFT$(RS$(R), 1) = "*" THEN PRINT MID$(RS$(R),
  2); : ELSE PRINT "I'm in a "RS$(R);
280 FOR Z = 0 TO IL : IF K IF IA(Z) = R PRINT ".
Visible items here: "; : K = 0
290 GOTO 320
300 TP$ = IA$(Z) : IF RIGHT$(TP$, 1) = "/" FOR W = LEN(TP$) - 1
  TO 1 STEP - 1 : IF MID$(TP$, W, 1) = "/" THEN TP$ = LEFT$(TP$,
   W - 1) : ELSE NEXT W
310 RETURN
320 IF IA(Z) <> R THEN 340 : ELSE GOSUB 300 : IF POS(0) + LEN(TP
  $) + 3 > 63 THEN PRINT
330 PRINT TP$; ". ";
340 NEXT : PRINT
350 K = - 1 : FOR Z = 0 TO 5 : IF K IF RM(R, Z) <> 0 PRINT "Obvi
  ous exits: "; : K = 0
360 IF RM(R, Z) <> 0 PRINT NV$(Z + 1, 1); " ";
370 NEXT : PRINT : PRINT : RETURN
380 F2 = - 1 : F = - 1 : F3 = 0 : IF NV(0) = 1 AND NV(1) < 7 THE
  N 670 : ELSE FOR X = 0 TO CL : V = CA(X, 0)/150 : IF NV(0) = 0
   IF V <> 0 RETURN
390 IF NV(0) <> V THEN NEXT X : GOTO 1060 : ELSE N = CA(X, 0) -
  V * 150
400 IF NV(0) = 0 THEN F = 0 : IF RND(100) <= N THEN 420 : ELSE N
  EXT X : GOTO 1060
410 IF N <> NV(1) AND N <> 0 THEN NEXT X : GOTO 1060
420 F2 = - 1 : F = 0 : F3 = - 1 : FOR Y = 1 TO 5 : W = CA(X, Y)
  : LL = W/20 : K = W - LL * 20 : F1 = - 1
430 ON K + 1 GOTO 580, 460, 480, 500, 520, 530, 540, 550, 560, 5
  70, 440, 450, 470, 490, 510
440 F1 = - 1 : FOR Z = 0 TO IL : IF IA(Z) = - 1 THEN 580 : ELSE
  NEXT : F1 = 0 : GOTO 580
450 F1 = 0 : FOR Z = 0 TO IL : IF IA(Z) = - 1 THEN 580 : ELSE NE
  XT : F1 = - 1 : GOTO 580
460 F1 = IA(LL) = - 1 : GOTO 580
470 F1 = IA(LL) <> - 1 AND IA(LL) <> R : GOTO 580
480 F1 = IA(LL) = R : GOTO 580
```

```
490 F1 = IA(LL) <> 0 : GOTO 580
500 F1 = IA(LL) = R OR IA(LL) = - 1 : GOTO 580
510 F1 = IA(LL) = 0 : GOTO 580
520 F1 = R = LL : GOTO 580
530 F1 = IA(LL) <> R : GOTO 580
540 F1 = IA(LL) <> - 1 : GOTO 580
550 F1 = R <> LL : GOTO 580
560 F1 = SF AND CINT(2^LL + .5) : F1 = F1 <> 0 : GOTO 580
570 F1 = SF AND CINT(2^LL + .5) : F1 = F1 = 0 : GOTO 580
580 F2 = F2 AND F1 : IF F2 THEN NEXT Y : ELSE NEXT X : GOTO 1060

590 IP = 0 : FOR Y = 1 TO 4 : K =(Y - 1)/2 + 6 : ON Y GOTO 600,
  610, 600, 610
600 AC = CA(X, K)/150 : GOTO 620
610 AC = CA(X, K) - CINT(CA(X, K)/150) * 150
620 IF AC > 101 THEN 660
630 IF AC = 0 THEN 1030
640 IF AC < 52 THEN PRINT MS$(AC) : GOTO 1030
650 ON AC - 51 GOTO 720, 760, 800, 820, 830, 840, 850, 820, 870,
   890, 900, 910, 920, 930, 960, 990, 1000, 1010, 1020, 770, 810

660 PRINT MS$(AC - 50) : GOTO 1030
670 L = DF : IF L THEN L = DF AND IA(9) <> R AND IA(9) <> - 1 :
  IF L PRINT "Dangerous to move in the dark!"
680 IF NV(1) < 1 PRINT "Give me a direction, too." : GOTO 1110
690 K = RM(R, NV(1) - 1) : IF K < 1 IF L THEN PRINT "I fell down
   and broke my neck." : K = RL : DF = 0 : ELSE PRINT "I can't g
  o in that direction" : GOTO 1110
700 IF NOT L CLS
710 R = K : GOSUB 260 : GOTO 1110
720 L = 0 : FOR Z = 1 TO IL : IF IA(Z) = - 1 LET L = L + 1
730 NEXT Z
740 IF L >= MX PRINT Z$ : GOTO 1040
750 GOSUB 1120 : IA(P) = - 1 : GOTO 1030
760 GOSUB 1120 : IA(P) = R : GOTO 1030
770 PRINT "Saving game" : IF D = - 1 THEN INPUT "Ready output ta
  pe"; K$ : PRINT INT(IL * 5/60) + 1; "minutes" : ELSE OPEN "O",
   1, "ADVENTUR/OLG"
780 PRINT# D, SF, LX, DF, R : FOR W = 0 TO IL : PRINT# D, IA(W)
  : NEXT : IF D <> - 1 CLOSE
790 GOTO 1030
800 GOSUB 1120 : R = P : GOTO 1030
810 GOSUB 1120 : L = P : GOSUB 1120 : Z = IA(P) : IA(P) = IA(L)
  : IA(L) = Z : GOTO 1030
820 GOSUB 1120 : IA(P) = 0 : GOTO 1030
830 DF = - 1 : GOTO 1030
840 DF = 0 : GOTO 1030
850 GOSUB 1120
860 SF = SF OR CINT(.5 + 2^P) : GOTO 1030
870 GOSUB 1120
880 SF = SF AND NOT CINT(.5 + 2^P) : GOTO 1030
890 PRINT "I'm dead..." : R = RL : DF = 0 : GOTO 920
900 GOSUB 1120 : L = P : GOSUB 1120 : IA(L) = P : GOTO 1030
910 INPUT "The game is now over...
Another game"; K$ : IF LEFT$(K$, 1) = "N" THEN END : ELSE FOR X
  = 0 TO IL : IA(X) = I2(X) : NEXT : GOTO 120
```

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920 GOSUB 260 : GOTO 1030
930 L = 0 : FOR Z = 1 TO IL : IF IA(Z) = TR IF LEFT$(IA$(Z), 1)
  = "*" LET L = L + 1
940 NEXT Z : PRINT "I've stored"L"treasures.
On a scale of 0 to 100, that rates a" CINT(L/TT * 100)
950 IF L = TT THEN PRINT "Well done." : GOTO 910 ELSE 1030
960 PRINT "I'm carrying:" : K$ = "Nothing" : FOR Z = 0 TO IL : I
  F IA(Z) <> - 1 THEN 980 ELSE GOSUB 300 : IF LEN(TP$) + POS(0)
  > 63 PRINT
970 PRINT TP$; ".",; : K$ = ""
980 NEXT : PRINT K$ : GOTO 1030
990 P = 0 : GOTO 860
1000 P = 0 : GOTO 880
1010 LX = LT : IA(9) = - 1 : GOTO 1030
1020 CLS : GOTO 1030
1030 NEXT Y
1040 IF NV(0) <> 0 THEN 1060
1050 NEXT X
1060 '
1070 IF NV(0) = 0 THEN 1110
1080 GOSUB 1130
1090 IF F PRINT "I don't understand your command." : GOTO 1110
1100 IF NOT F2 PRINT "I can't do that... yet." : GOTO 1110
1110 RETURN
1120 IP = IP + 1 : W = CA(X, IP) : P = W/20 : M = W - P * 20 : I
  F M <> 0 THEN 1120 : ELSE RETURN
1130 IF NV(0) <> 10 AND NV(0) <> 18 OR F3 THEN 1300
1140 IF NV(1) = 0 PRINT "What?" : GOTO 1250
1150 IF NV(0) <> 10 THEN 1180
1160 L = 0 : FOR Z = 0 TO IL : IF IA(Z) = - 1 THEN L = L + 1
1170 NEXT : IF L >= MX PRINT Z$ : GOTO 1250
1180 K = 0 : FOR X = 0 TO IL : IF RIGHT$(IA$(X), 1) <> "/" THEN
  1260 ELSE LL = LEN(IA$(X)) - 1 : TP$ = MID$(IA$(X), 1, LL) : F
  OR Y = LL TO 2 STEP - 1 : IF MID$(TP$, Y, 1) <> "/" THEN NEXT
  Y : GOTO 1260
1190 TP$ = LEFT$(MID$(TP$, Y + 1), LN)
1200 IF TP$ <> NV$(NV(1), 1) THEN 1260
1210 IF NV(0) = 10 THEN 1230
1220 IF IA(X) <> - 1 THEN K = 1 : GOTO 1260 ELSE IA(X) = R : K =
   3 : GOTO 1240
1230 IF IA(X) <> R THEN K = 2 : GOTO 1260 : ELSE IA(X) = - 1 : K
   = 3
1240 PRINT "Ok, ";
1250 F = 0 : RETURN
1260 NEXT X
1270 IF K = 1 THEN PRINT "I'm not carrying it" : ELSE IF K = 2 P
  RINT "I don't see it here"
1280 IF K = 0 IF NOT F3 PRINT "Its beyond my power to do that."
  : F = 0
1290 IF K <> 0 THEN F = 0
1300 RETURN
1310 IF D <> - 1 THEN 1420 : ELSE INPUT "Ready data tape. Hit <E
  NTER>";
1320 INPUT# D, IL, CL, NL, RL, MX, AR, TT, LN, LT, ML, TR
```

```
1330 W =(IL + CL/2 + NL/10 + RL + ML)/12 : PRINT W + 1; " minute
  s to load."
1340 DIM NV(1), CA(CL, 7), NV$(NL, 1), IA$(IL), IA(IL), RS$(RL),
   RM(RL, 5), MS$(ML), NT$(1), I2(IL)
1350 FOR X = 0 TO CL STEP 2 : Y = X + 1
1360 INPUT# D, CA(X, 0), CA(X, 1), CA(X, 2), CA(X, 3), CA(X, 4),
   CA(X, 5), CA(X, 6), CA(X, 7), CA(Y, 0), CA(Y, 1), CA(Y, 2), C
  A(Y, 3), CA(Y, 4), CA(Y, 5), CA(Y, 6), CA(Y, 7) : NEXT
1370 FOR X = 0 TO NL STEP 10 : FOR Y = 0 TO 1
1380 INPUT# D, NV$(X, Y), NV$(X + 1, Y), NV$(X + 2, Y), NV$(X +
  3, Y), NV$(X + 4, Y), NV$(X + 5, Y), NV$(X + 6, Y), NV$(X + 7,
   Y), NV$(X + 8, Y), NV$(X + 9, Y) : NEXT Y, X
1390 FOR X = 0 TO RL : INPUT# D, RM(X, 0), RM(X, 1), RM(X, 2), R
  M(X, 3), RM(X, 4), RM(X, 5), RS$(X) : NEXT
1400 FOR X = 0 TO ML : INPUT# D, MS$(X) : NEXT
1410 FOR X = 0 TO IL : INPUT# D, IA$(X), IA(X) : I2(X) = IA(X) :
   NEXT : IF D = - 1 RETURN
1420 OPEN "I", 1, "ADV/DAT" : PRINT : PRINT "Now loading data...
   One moment, please..." : PRINT : PRINT
1430 INPUT# D, IL, CL, NL, RL, MX, AR, TT, LN, LT, ML, TR
1440 DIM NV(1), CA(CL, 7), NV$(NL, 1), IA$(IL), IA(IL), RS$(RL),
   RM(RL, 5), MS$(ML), NT$(1), I2(IL)
1450 FOR X = 0 TO CL STEP 2 : Y = X + 1 : INPUT# D, CA(X, 0), CA
  (X, 1), CA(X, 2), CA(X, 3), CA(X, 4), CA(X, 5), CA(X, 6), CA(X
  , 7), CA(Y, 0), CA(Y, 1), CA(Y, 2), CA(Y, 3), CA(Y, 4), CA(Y,
  5), CA(Y, 6), CA(Y, 7) : NEXT
1460 FOR X = 0 TO NL STEP 10 : FOR Y = 0 TO 1 : FOR Z = 0 TO 9 :
   LINEINPUT# D, NV$(X + Z, Y) : NEXT Z, Y, X
1470 FOR X = 0 TO RL : FOR Y = 0 TO 5 : INPUT# D, RM(X, Y) : NEX
  T Y : LINEINPUT# D, RS$(X) : NEXT X
1480 FOR X = 0 TO ML : LINEINPUT# D, MS$(X) : NEXT
1490 FOR X = 0 TO IL : LINEINPUT# D, IA$(X) : INPUT# D, IA(X) :
  NEXT : CLOSE : RETURN
```